BRITAIN'S LONGEST RUNNING COMMODORE 64 MAGAZINE

YC

C64 C128

FEBRUARY 1991

£1.95 With Free Game Tape

NOW WITH C64GS COVERAGE!!!



TURRICAN II REVIEWED

Get out your ultimate weapon again!!

OTHER GAMES REVIEWED:

- S.T.U.N. RUNNER
- E-SWAT
- ELEPHANT ANTICS
- TEENAGE MUTANT HERO TURTLES
- TOTAL RECALL
- TREVOR BROOKING'S WORLD CUP GLORY
- GAZZA II

AND SO MANY MORE IT'LL MAKE YOUR HEAD EXPLODE!!

YC TAPE 14 - UNLUCKY FOR SOME, A REAL STONKER FOR YOU !

IF YOU CAN READ THIS MESSAGE YOU'VE EITHER RIPPED THE TAPE OFF THE COVER IN A HASTE TO SHOVE IT IN YOUR DATASETTE OR THE NEWSIE HAS GOT IT IN A RATHER SAFER PLACE. IF IT'S THE LATTER I THINK YOU'D BETTER HAVE A CHAT TO HIM!!

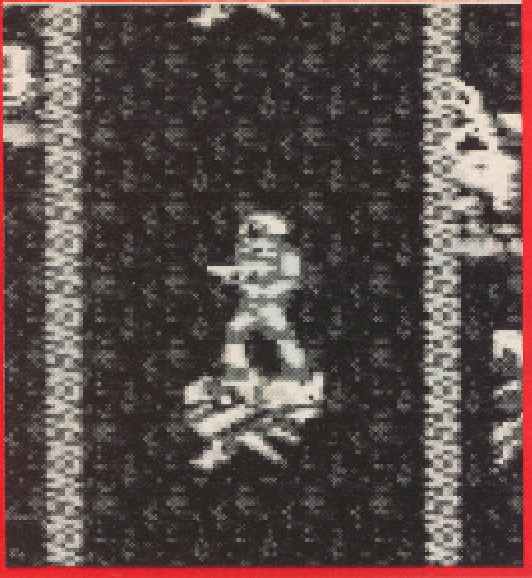
02
9 770961 585007

VIZ ALSO REVIEWED INSIDE: AS NAUGHTY AS A CAT THAT'S POOPED IN YOUR HEADPHONES

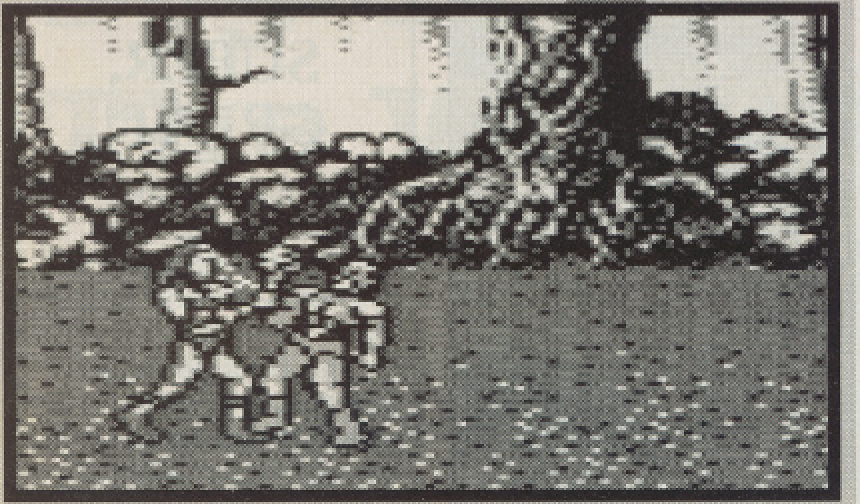

From the programmers of Silkworm, the shoot 'em up of the eighties, comes SWIV, the shoot 'em up of the nineties.
SALES CURVE
STORM
SWIV
AVAILABLE ON AMIGA, ATARI ST, CBM 64, AMSTRAD, SPECTRUM
UNIQUE DYNAMIC LOADER SYSTEM
Computer aided weapons systems on-line, communications equipment operational. System checks complete, prepare for combat as a member of your nations elite assault team - SWIV. Two different vehicles of devastating destructive power, fighting together in one team.
PRIMARY OBJECTIVE: Destroy enemy control centres.
SECONDARY OBJECTIVE: Interdiction mission. The destruction by military force of all enemy units.
SWIV - No one knows what it means but everyone will know it when it arrives. Coming soon.
"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November.'90
"Superlative Shoot 'Em Up Stunna." Zero November.'90
Screenshots shown are from the Amiga version.

CONTENTS

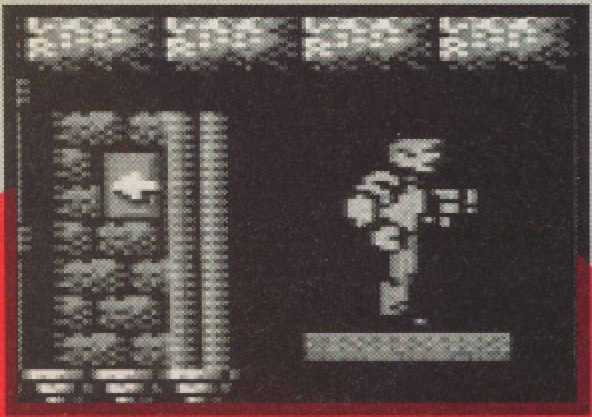
YC FEBRUARY 1991



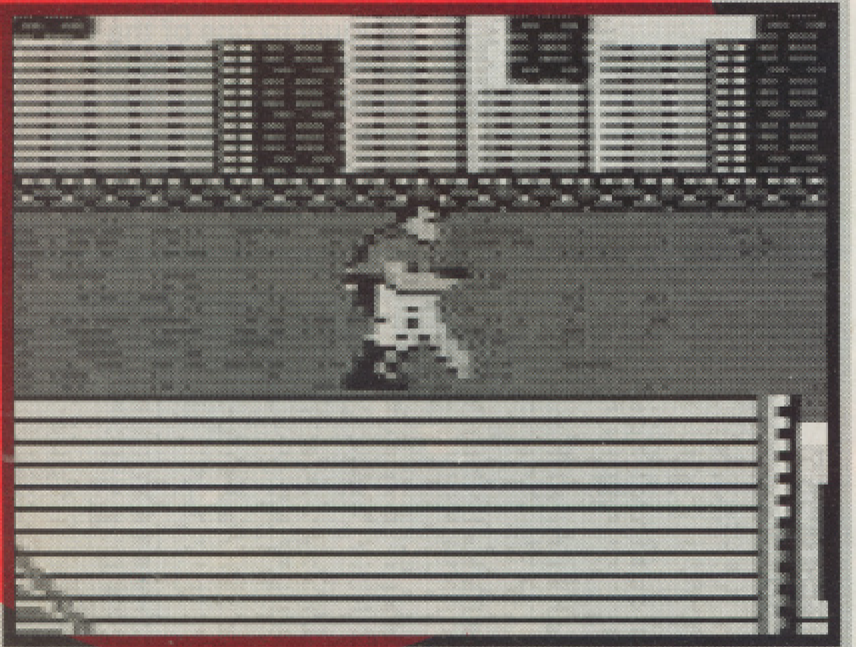
TURRICAN II (p08) - This time he's really hard, and you can find out how hard he is by putting your hand... ahem, wrong script... by loading the free playable demo and reading the brill review!



GOLDEN AXE (p18) - Slashing everywhere, as you venture into Turtle village (they get everywhere don't they?).



TOTAL RECALL (p50) - The game of the film of the book of the idea of the dream of the decade!



ESWAT (p36) - More horizontally scrolling shoot-em-up carnage mayhem. Hmmm... I wonder where's that's been done before, and oh look, you even get a robotic suit to wear, hmmm...

featuroonies

reviews

regulars

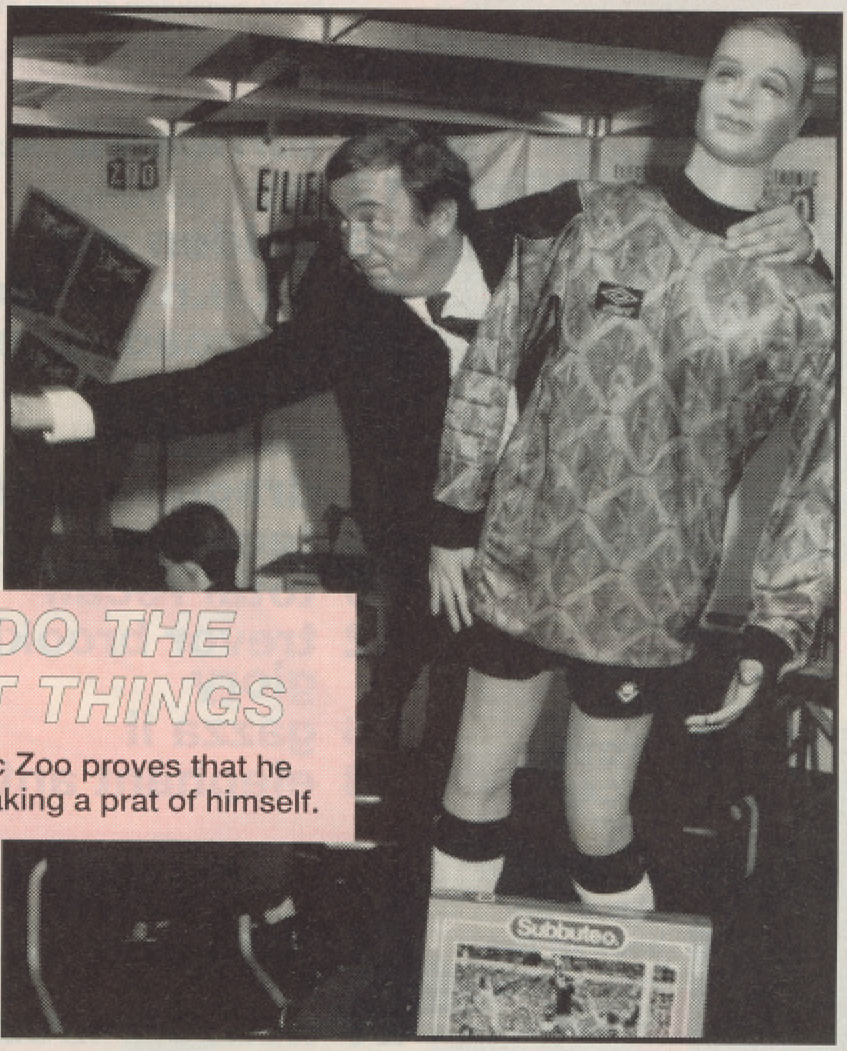
on the tape

poster

DATA

IT'LL SCARE TH





PEOPLE DO THE SPACKIEST THINGS

Stewart Bell of Electronic Zoo proves that he certainly isn't scared of making a prat of himself.

GERMAN HERMAN

Colditz, that yonks old boardgame that you used to lose all the cards and counters for when you were younger, and you always wanted another copy of as you grew up because you remembered it to be a right stonker of a game, especially when all your friends came round to play, is soon to hit the C64 care of Digital Magic Software.

The company, who hails from the ever-so-trendy nightspot of Widnes, has sent us some wonderful promotion pictures of the staff going ape-bonkers-crazy with Germanic Nazi uniforms on and leaping around a local church pretending to be soldiers/convicts (ie. Tony Adams) during the war. Apparently these were shot in a church because it was the nearest local landmark that resembled Colditz. Unfortunately it looks about as convincing as one of Jeremy Beadle's false beards. If you want the right atmosphere you should try your local NHS hospital, then you'll be going some way as to the agony the soldiers were going through.

One thing stands out though, apart from the fact that the game looks brill, is that the commie 64 version is being programmed by Ste Pattullo, the guy who also supplied you lucky lot with Limbo and Limbo II (games on our previous tapes), so you can bet you'll be getting some wicked code (by the way Ste's the one with the long coat on, who's leaping the wall in the piccy).

Look out for our review pretty shortly.





SMASHING, SUPER, GREAT!

Ocean has smashed and grabbed the rights to convert the popular Williams' coin-op Smash TV.

The Gauntlet-style four player coin op which, if you don't already know, is a futuristic, overhead view, combat game full of weapons'n violence. It promises to be a real stonker too, being programmed by Probe and it should reach the shops by the middle of the year... um, smashing!

Also planned for Chrimbo next year is Terminator 2, which is to be based on the new movie of the same name starring Arnold Schwarzenegger and Billy Idol. Being the sequel to one of the best written science fiction thrillers you can bet that it'll be as action packed as a walk through a Beirut park.

WITH BEVY BABES

HE FLARES OFF YOU!

Joy To The World



Spectravideo, the firm that used to market Quickshot joysticks, has launched a new joystick manufacturing company called Logic 3. And to celebrate the fact the company is launching Sting-ray (I wonder if Gerry Anderson knows all about it), a joystick that looks a bit like a hair-dryer but will help you wipe them aliens as fast as you can say Spectravivvi... erm... Spocktro... er... joystick.

Logic 3 is so proud of the little beauty that Spectravideo boss, Ashvin Patel, said "We see Logic 3 as the BMW of the joystick world and the Sting-ray is the ultimate zapping machine." Aargh! If Logic 3's the BMW then who's the Rolls Royce? And who would own up to being the Reliant Robin? Only time will tell, but catch the next issue of YC - the Ferrari of the newsagents - for a joystick round-up where we'll sort the Skodas from the Porches.

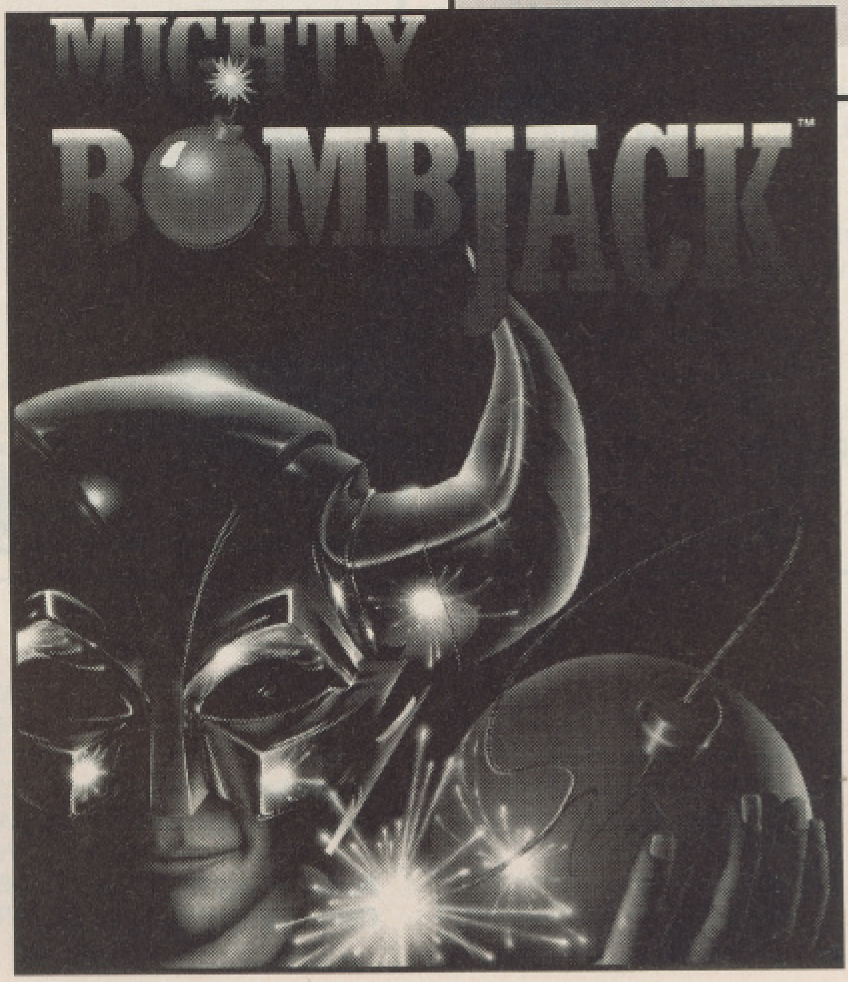
Incidentally, the Sting-ray will be priced at £14.95 for a standard quality version, and £15.95 if you want autofire as well.

JOY TO THE WORLD 12" REMIX

Not to be left out, Active Distribution has signed a marketing agreement with Champ joysticks in the U. S. of A. This means that all those stonky games tools that the yanks have been using and enjoying so much, will now be available in Fred Bloggs' corner software emporium.

The first for us commie owners will be the Yoke - a yoke style joysticky, of course, with full throttle control, a fire button on each arm, full 60 degrees turn, and thumb screws to clamp onto table (or to re-enact the Spanish Inquisition on your Grandad when he's asleep). This will undoubtedly make F-16 Combat Pilot a darn better game (could it be any better than it is now?), but for the chunky price of £49.99 you'd better have lost of wonga in your pocket.

JACK'S BACK



Elite's jumping platform puzzle game is to make an explosive reappearance, promising to be bigger and meatier than the previous two Bombjack games, with a playing area covering 17 levels and incorporating over 250 adventure screens.

Mighty Bombjack, which is to be released about now (priced £9.99/£12.99) is likely to be bouncing up to No. 1 in the charts in a similar fashion to its two predecessors.

YC ALL-TIME TOP TEN SCAREY GAMES

- Rocky Horror Show - CRL
- Friday the Thirteenth - Domark
- Aliens - Activision
- Alien - Quicksilva
- Frankenstein - CRL
- Dracula - CRL
- Jack the Ripper - CRL
- Evil Dead - Palace
- Nightbreed - Ocean
- Phobia - Imageworks



BIG HORRIBLE FURRY ONES!

Arachnaphobia - the fear of spiders and not Saddam Hussein - is about to grip even the calmest of commie owners in the near future. Disney Software, which is currently working on Duck Tales and Dick Tracy, will also be converting the latest of Spielberg blockbusters to hit our cinema screens.

Arachnaphobia, the film, follows the plight of Dr. Ross Jennings, his wife and two children when they move out to Canaima, a cutesy, picturesque kinda place (the type ya mom dreams of). However, the Jennings' soon find out they are not the only new kids on the block and that there's a rather unexpected big, hairy guest in their barn who, in the following few days, knocks off a few of the leading citizens, goes forth and multiplies, turns the neighbourhood into a web of chaos and supplies people with permanent skid marks. The film mixes Hitchcock suspense with humour and it plays on what happens when people's phobias run amok. Dr. Jennings is the Indiana Jones type dude who has to first overcome his arachnaphobia before he faces the baddies and saves the neighbourhood.

The computer game sure promises lots of spider battering and arcade action and should not be left unattended near whimpering females!





FEBRUARY 1991
(On sale January 25)

YC
Alphavite Publications Ltd
20 Potters Lane, Kiln Farm
Milton Keynes MK11 3HF
Tel: (0908) 569819
(Readers' enquiries on Tuesdays)
Fax: (0908) 260229

Editor
Rik Henderson

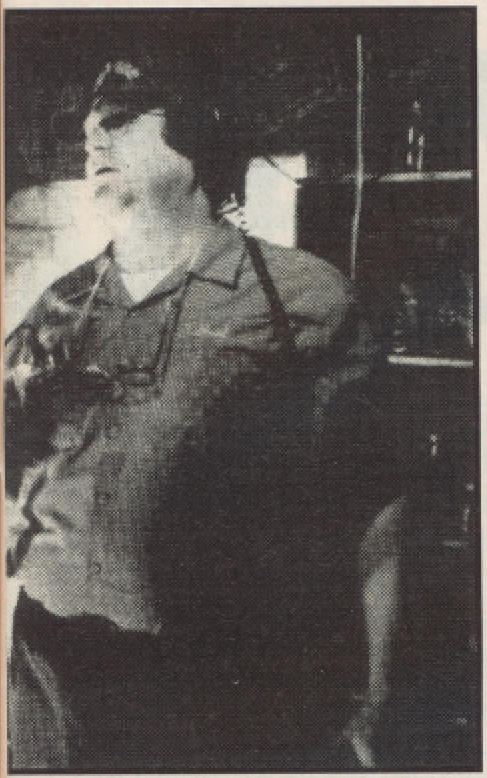
Group Editor
Paul Eves

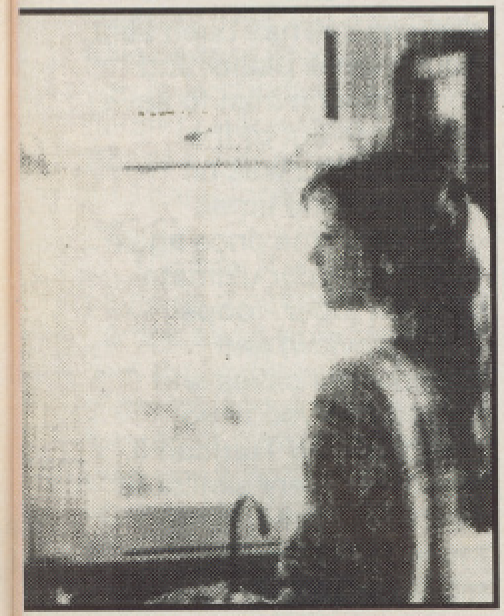
Designer
Helen Saunders

Publisher
Hasnain Walji

Advertising Manager
Cass Gilroy

Contributions
Post Apocalypse, Jeffrey Davy, Oozin'Eugene, Duncan Evans, Beverly Gardner, Alan Lathwell, Paul Rigby,





BIG, BIIIIGGGG, COCK UPS (OOER!)

Erm... Er... When we got the last issue back we were quite surprised that there was a humungous big cock-up involving two of the pages.

The pages in question are 33 and 36, where not only has the end of the Accolade In Action review been mislaid, but the page that was originally supposed to be printed on page 36 has been split into two wrong halves and distributed over the two pages in question. We hope that this has not impaired your enjoyment of YC (it probably made to roll about the floor in laughter) and we promise that those responsible will be beaten about the head and goolies with a very large stick.

For those who were interested in the Accolade review the overall score for the compilation was 75% and it is recommended for those who are after a brill racing game or a superb American Footy sim.

Oh, by the way, pages 64 and 65 in that issue were swapped around too! Sorry!!!

Rik Henderson - the editor with heart (ho! ho!)

DID YOU KNOW...
About 22% of the population have arachnaphobia - it is our most common fear followed by the fear of heights.

RIK'S AN 'IN' SORT OF CHAPPIE

This year's In-Din was held at the Intercontinental Hotel in London and is the industry's Shin-Dig and awards ceremony attended by the rich and famous of computer games companies, magazines, shops and distributors - anyone who's anyone. On a cold December night, Rik (who's he?) actually took off his jeans and dolled on his Pierre Cardin shirt, dickie bow and dinner jacket. He mingled, drank, tried to eat posh food, drank, was entertained by Julian Clary, drank, oh, and represented YC!

He came back with a headache and a crumpled piece of paper covered in booze with the results of the awards for me. After wiping them down, here are the results:

Budget Game of the Year – Interceptor Range.

Video Game of the Year – John Maddens Football, Electronic Arts.

Adventure Game of the Year – Captive, Mindscape.

Simulation of the Year – F19 Stealth Fighter, Microprose.

Arcade Game of the Year – Speedball 2, Imageworks.

Promotion of the Year – Teenage Mutant Hero Turtles, Imageworks.

European Magazine of the Year – Zero.

Technical Merit – Midwinter, Microprose.

Development Team of the Year – Core Design.

Licensed Property of the Year – Lotus Esprit Turbo Challenge, Gremlin.

Overall Game of the Year – Captive, Mindscape.

Software House of the Year – Ocean.

Industry Achievement – Commodore.

As you can see there were very few awards that went to 8-bit games and this does not bode well for the future.

YC'S TOP TEN MOST SCAREY SCARES

1. Jeremy Beadle turning up for tea
2. Getting run over with dirty underwear on
3. Having the cough and drop test performed by Fatima Whitbread
4. Your commie 64 blowing up
5. Your mum throwing away your entire comic collection
6. Newsagent selling out of YC
7. Tidying your bedroom
8. Powercut during Twin Peaks just before you are to find out who killed Laura Palmer
9. Losing your swimming trunks in the local swimming pool
10. Finding a slug in your salad when you're a vegetarian

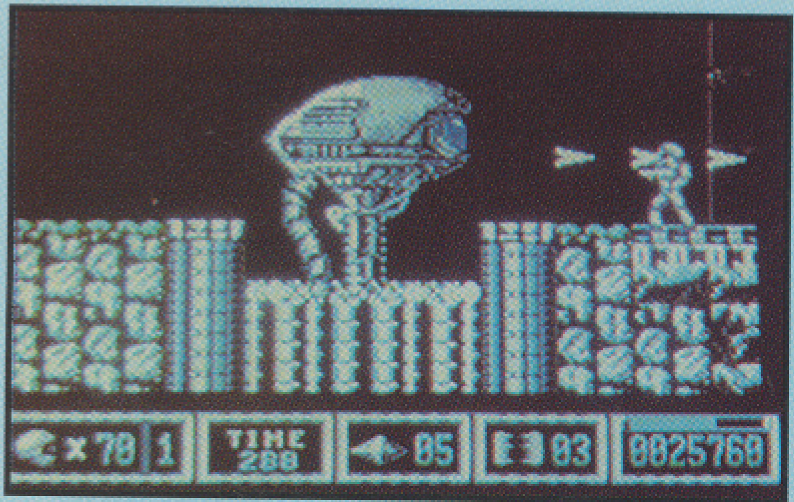
Subscription Rates are £23.40 UK (inc. VAT post free), £31 Europe, £31.30 Middle East, £34.20 Far East, £31.80 (or $56.00 USA) Rest of the World. Airmail Rates on request from YC Subscriptions Department, **Select Subscriptions Ltd., 5 River Park Estate, Berkhamsted, Herts HP4 1HL.**

USA Subscription Agent: Wise Owl Worldwide Publications, 4314 West 238th Street, Torrance CA 90505, USA.

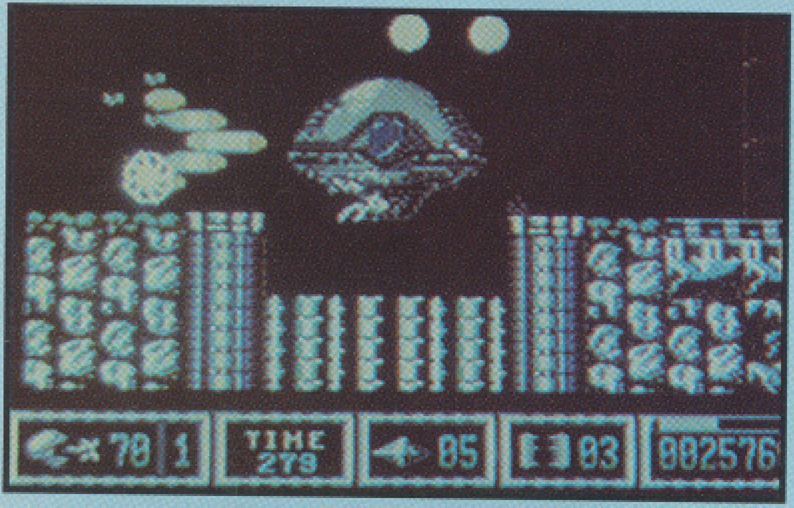
Cover and poster origination by Replica Repro, Northampton.

Distributed by Seymour International Press Distributors Ltd., Windsor House, 1270 London Road, Norbury, London SW16 4DH. Telephone (081) 679 1899.

ISSN 0269-8277



✪One minute I was having a rain of fire blasted in my face by the big eyeball monster, but after I unleashed my ultimate weapon he was never quite the same again!!



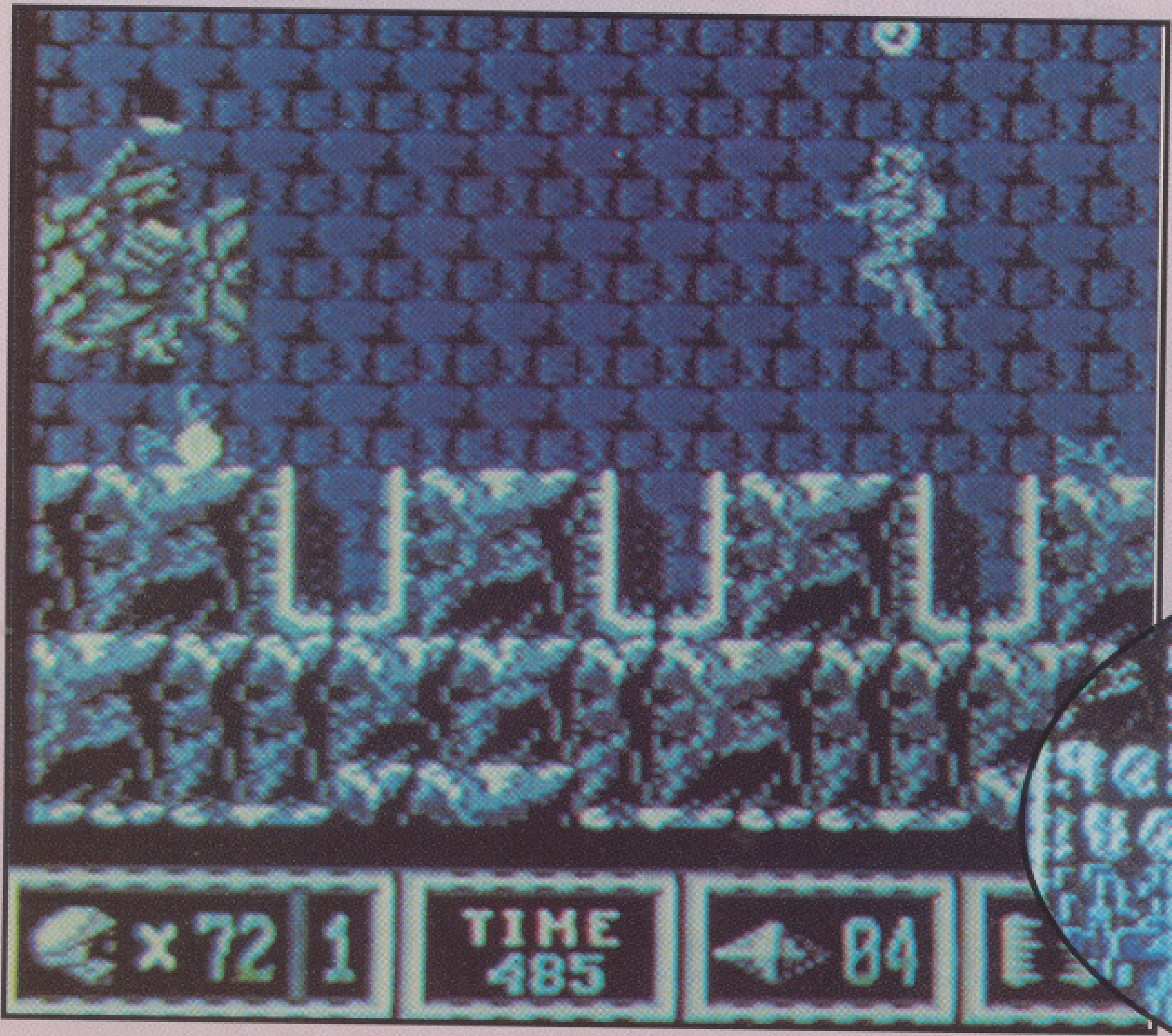
TURRIC

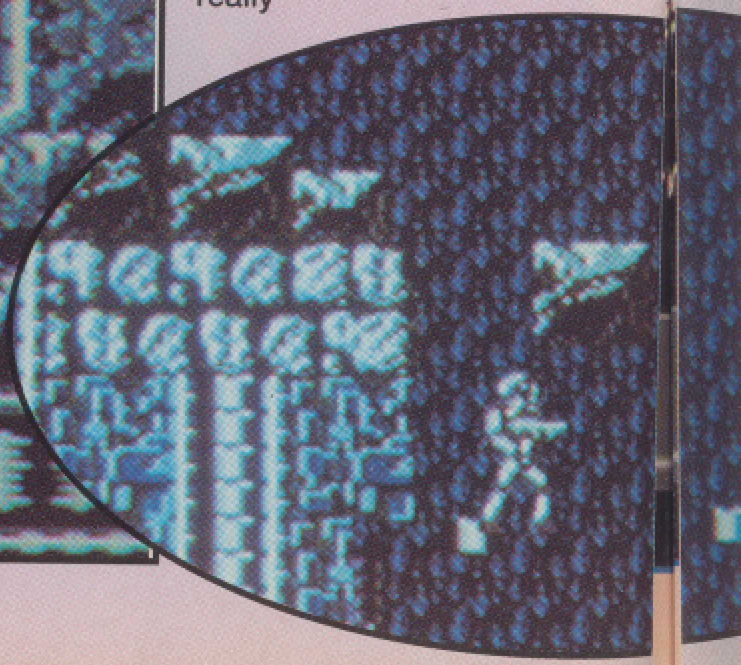
So this is the final fight, eh? Oh yeh, until Turrican III that is! But we'll be happy with this'un for a while, or will we? Rik Henderson gets into his Spam can suit and gobs flame pustules at likkle innocent frogs and things.

Morgul is dead, hurrah! But you get rid of one foul-smelling nasty alien jobbie and another one takes his place. Unfortunately, although you'd planned to buy a small cottage on the planet of pleasure, settle down with a can of tuna and raise a few ringpulls, a distress call has been sent from a small planet and you're the tin man to save it (the one out of the Wizard of Oz was on holiday at the time).

So it's time once again to get out your ultimate weapon (ooer - oops wrong review) and traverse the caves and mazes that you're so adept at. And Turrican II, though it's very similar to its former game, is so much sexier and ever so more advanced. It seems as though all the great bits of Turrican have been lifted and the bits we never liked have been thrown out of the window and replaced with funkier counterparts. But how do you make the best shoot-em-up ever better?

This is a weird question really





...ICAN II

because I don't know. There's not really that much different about Turrican II than its prequel. The amount of screens in the layouts are the same, and the playability seems identical, but at least this is what we want.

There will be one or two of you who've never heard of Turrican and the following section is just for you (everybody else can go and put on their Stone Roses LP or something and hang loose for a while):

Turrican II is much the same as most platform games apart from the fact that the levels are gigantic, and you have tonnes of weaponry to give you a better chance against the plethora of chunky baddies.

It's a case of fight your way through the cavern/labyrinth and find the end-of level nasty, where you'll either get your ass well and truly kicked (like me) or you'll live to smeg again, and again, and again. And while you're travelling you collect diamonds that give your score a major boost.

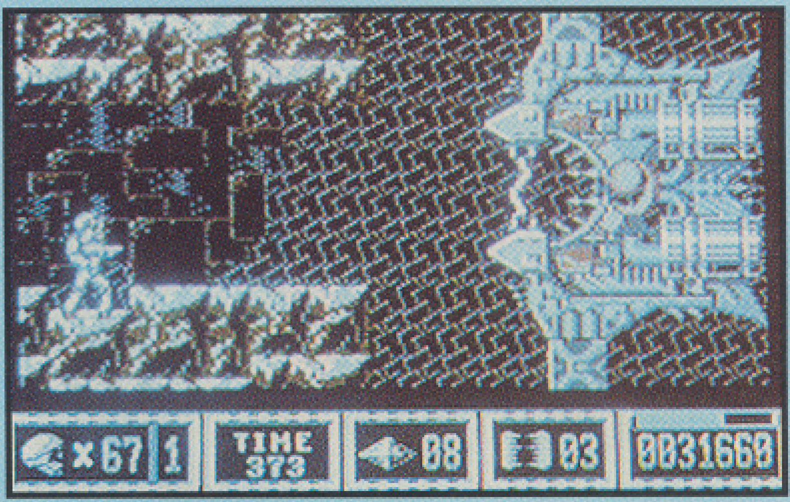


There's also a level of pure shoot-em-up action where our man in a can leaps into a superb-zakki fighter craft, and you find yourself plunged into a horizontal scroller of the quality that only the company behind X-Out and Denaris could give. It's got mega loads of meanies to blast and the type of pick-up-extras gameplay that we have come to expect. But the main game itself offers so much anyway that this section is just a bonus.

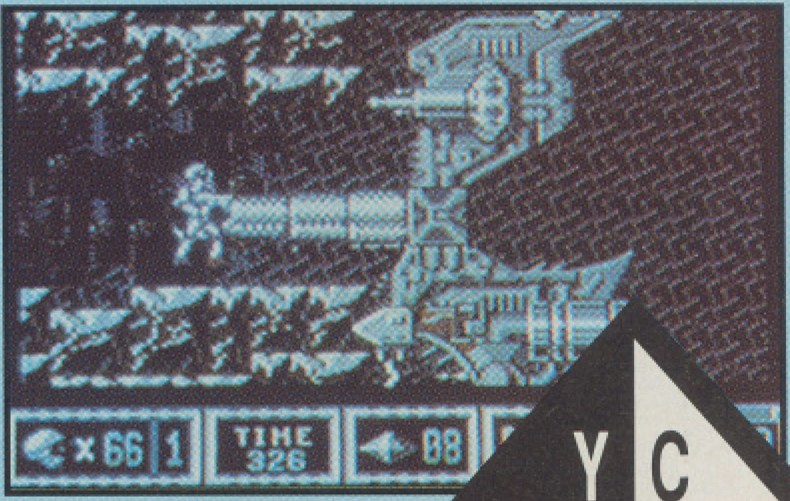
As you explore, you'll come across icons that can be collected, and they can give you anything from a little bit more energy to an extra life, with a few scattered death-coughing mega blasters in between. You'll also find yourself with an enormous range of backgrounds. A lot of the time on the earlier levels being spent under water.

The major improvements on the original are the small graphical extras and the size of the end-of level monsters (they truly are monsters too). One of which is over three screens big, proving that the commie can do it too, who needs a 16-bit machine.

The gameplay (as I've previously mentioned) is just the same as Turrican's, and follows the 'if it's successful churn it out again and again' stable. But thankfully that was what made Turrican great, and fortunately Turrican II, if there's such



But the meanies seemed to get meanie-er, and before I knew it I was grabbed by the... big arm-type thing (you thought I was going to say goolies, didn't you?)



a phrase, greater. The graphics are spiffy, the sonics are spiffy and the game as a whole is so gigantic that it'll take average games players absolutely yonks to get anywhere. There are very few games that are better than this Germanic effort, and certainly none of them offer such joystick mashing action.

YC FUN ONE

CREDIT CARD

Pretty

SONICS forgettable really, but that means the FX blend in superbly.

GRAPHICS Boy are they funky and chunky (in the best sense of the word).

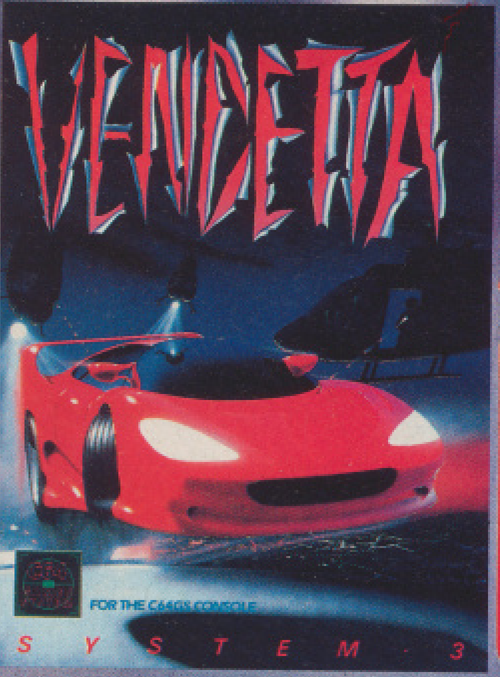
FIX FACTOR Instantly playable, and the instantly engrossing.

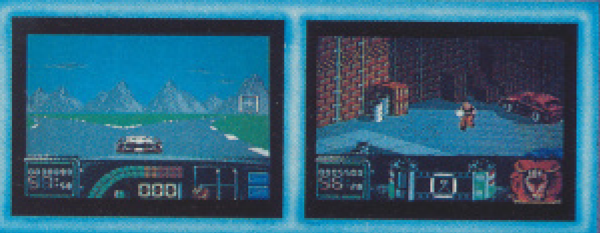
HALF LIFE It'll take quite a while to map this'un. And you'll constantly want to get a bigger score.

NAME: Turrican II.
SUPPLIER: Rainbow Arts.
PRICE: £9.99 tape, £14.99 Disk.
RELEASE DATE: Late February.

OVERALL 92%

The game that kicked the ass of all the coin-op conversions is back with some serious fireworks. Don't leave it in the hands of trainspotters, it'll change their lives forever.





Intent on obtaining the secret formula your brother has devised for developing the ultimate weapon, a blood thirsty terrorist gang has kidnapped his daughter. The same terrorist syndicate you had dispersed in Saigon some years previously.

Your work now seemed incomplete . . . you have to squash them once and for all . . .

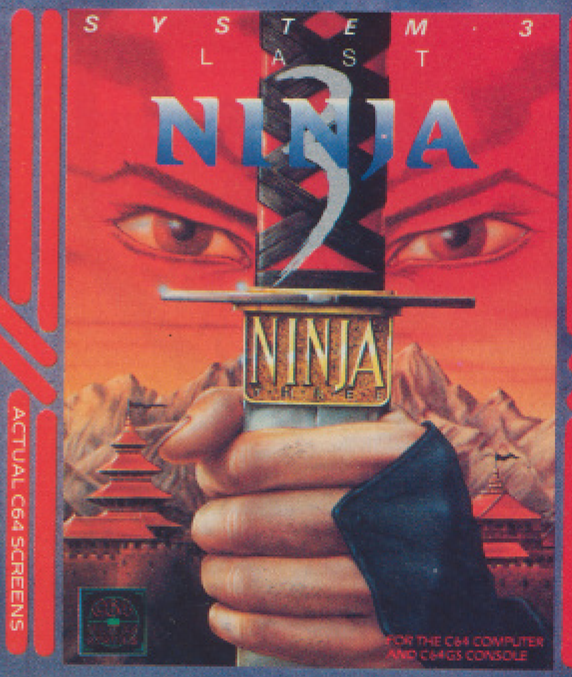
THE PRESS SAY

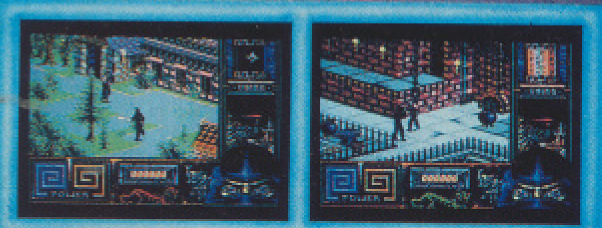
'Quite simply an amazing product.'

ZZAP 64

The graphics are absolutely perfect, and the sonics are superb, the bundle is linked with pure gloss that helps shine over any small inadequacies. VENDETTA is not just the best arcade adventure ever, it invents a new meaning for the term.

YOUR COMMODORE





Dragged through the vortex of time and space, the Ninja is brought to Tibet . . . To the Palace of Mysteries. The Shogun Kunitoki, the all-powerful master of the palace, has brought you, the last of the Ninjas, to the very heart of his corruption and evil.

Nothing has resisted the Shogun's onslaught against the World. Only you stand between the old World of Order and the new Realm of Chaos.

REAL HATRED IS TIMELESS

Exciting and demanding gameplay over 6 different levels.

Incredibly detailed '3D' background graphics.

Dramatic 'real-life' animation of the Ninja and his opponents.

Innovative puzzles to solve and many objects to collect.

Atmospheric music on every level.

HOT GAMES F

PLA



UPGRADE YOUR C64 TO 51k C

4 explosive cartridges typical of System 3's remarkable reputation for producing outstanding original computer games.

Each contains 4 MEG of dynamic arcade action designed to make even the most

ha
the

the
wi
tha

- Will work on any C64 or C64GS.
- Instant Loading.

AN AMAZING

SYSTEM 3 SOFTWA

Blenheim House, 1 Ash Hill Drive, P

Telephone: 081-866 5692 Fa

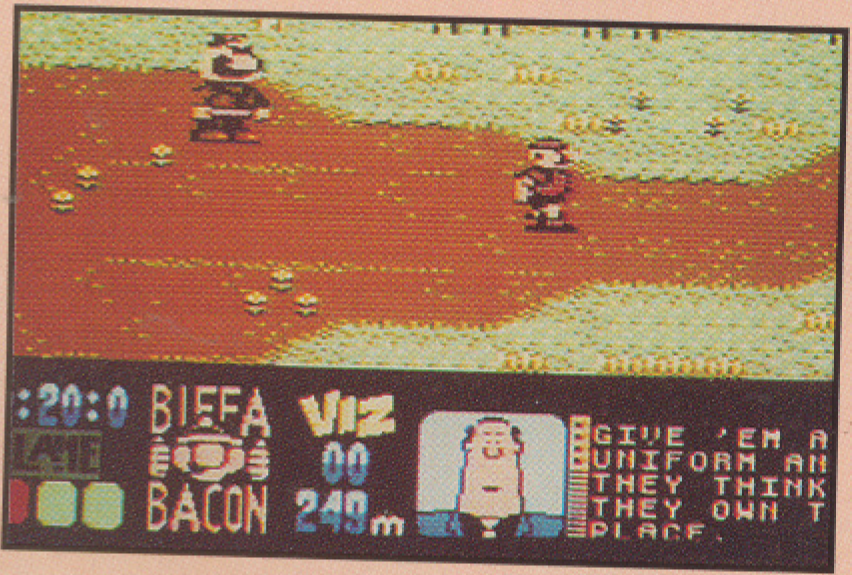

S FOR COOL
YERS
C 64 GS
UG IN
POWER
512K OF GAMEPLAY MEMORY
hardened games player very hot under the collar.
Take up the challenge and experience the ultimate fantasy world in your home with these highly recommended titles that threaten to melt your joystick.
Greatly enhanced gameplay.
These are the only games with an amazing 4 MEG of memory.
4 MEG OF MEMORY
OFTWARE LIMITED
Drive, Pinner, Middlesex HA5 2AG
692 Facsimile: 081-866 8584
S Y S T E M · 3
S Y S T E M · 3
FOR THE C64GS CONSOLE
MYTH
HISTORY IN THE MAKING
ACTUAL C64GS SCREENS
You are taken far, far back in time to confront the evil God Dameron, who has taken control and is changing good Gods to bad. He is upsetting our past, our future and ultimately our destiny.
Myths are no longer a theory, myth is reality.
Myth is HISTORY IN THE MAKING . . .
T H E · P R E S S · S A Y
This almost looks like an Amiga game that someone has managed to get running on the C64. Superb animation, tremendous sound, and bags of atmosphere make this a must buy. If you want another reason for parting with your cash, it's also huge and there's lots of variety in there. I was impressed – you will be too.
ACE
I don't think is would be exaggerating when I say that MYTH is one of the best games on the C64. It has just about everything necessary to make it a classic.
COMMODORE USER
S Y S T E M · 3
FOR THE C64 COMPUTER AND C64GS CONSOLE
NINJA
Remix
THIS PRODUCT IS TO BE REGARDED AS AN UPDATED VERSION OF LAST NINJA II
ACTUAL C64 SCREENS
NINJA REMIX is based on the successful Last Ninja II. REMIX retains all the features that made Ninja II an award winning product PLUS, it has the following enchancements:-
Remixed music on all seven levels.
Exciting 'film-like' animated introduction sequence.
Greatly enhanced player status area.
T H E · U L T I M A T E · N I N J A
NINJA REMIX is a true value-for-money product that provides:-
Exciting arcade style combat action.
Thought provoking puzzles to solve.
Dramatic 'real-life' animation of both Ninja and opponents.
State of the art programming.

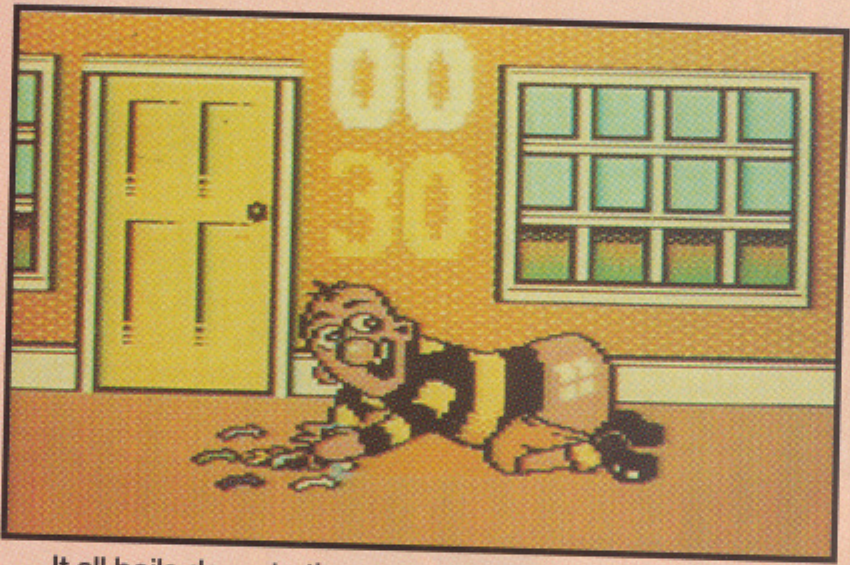
VIZ

Rik Henderson reviews the rudest, most obscene game in the history of the commie, and he tries to do it without using any naughty words. It's erm... It's er... Oh knackers!!! Let's get on with it (Fnarr! Fnarr!)...

This is the big one (K-yak! K-yak!), it's just the job for inserting into your floppy (Uuur! Uuur!), It'll keep you waggling your joystick for hours (Gwooooaaar! Gwooooaaar!), So let's take it in hand (Sffnffkpffp!) and give it a good probing (Woo! Woo! Fnaaap! Fnaaap! Aaaa! Aaaa! Etc.).

It's no secret that Viz comic is one of the biggest phenomenon in the last decade. Starting as a small fanzine sold for beer money, within ten years it is rumoured to be selling over 1 million copies every two months. And this is without the uncanny sales of merchandise (T-Shirts, books, etc.), add it all together and we are talking big wonga. But why?





It all boils down to the average mentality of the British adult population, they like rudery and double entendre, and they'll welcome any publication that can give it to them. What marks Viz as a cut above the rest though is the fact that its humour, as blatantly unsubtle as it comes, is cleverly written and splendidly drawn, and the characters are likable for their faults.

It's natural therefore to grab such a licence by the short and curlies for pixelisation, although minors (young people, not Arthur Scargill) will have to wear a false beard if they want to have a copy all for themselves.

But who could give us such batey tomfoolery? None other than Virgin (Fnarr!) and Probe (K-yak!), who have linked up before to give us excellent comic conversions (remember the entire Dan Dare series!!!). Although this time they've taken on a much harder task (Anybody sniggers again and I'm off).

The first thing that was decided was that the game shouldn't be toned down to comply with a younger market (and quite right too). In fact when Virgin was asked if they wanted such a version, its response was "F*****G B*****KS". And boy has a meaty comestible been produced.

You play any one of the three most popular characters, Biffa Bacon, Johnny Fartpants, and Buster Gonad, and you can choose who to adopt with the help of a very colourful (?) opening screen. Each character have certain erm... characteristics that can help you during play. Biffa can either punch or go into a lager frenzy, Buster can bounce on his overgrown testicles, or carry them in a wheelbarrow, and Johnny can pump air through his anal passage causing him to propel himself forward (he can either do a small guff or a giant Boston cheer).

The aim of the main part of the game is to race across a horizontally scrolling landscape, avoiding the other Viz characters and other hazards, and beat your fellow chums to the finishing line. There are five of these stonking levels and they get increasingly harder as you progress.

If you happen to stumble upon an obstacle, you'll end up on your posterior, do this three times and your little sprite will bugger off. In between these levels are sub games, two for each character, and this is where the real feel for what Viz is all about is expressed.

If you're Johnny Fartpants your subgames (you can choose which one you wish to do) are a fart up the pole competition, to see how high you can get by dropping one, or you must blow up balloons with your rectum in time for the little girls party.

As Biffa Bacon you can either see how many pints

you can drink in the time limit, or people will throw bricks at you and you have to head, punch or kick them back.

Buster Gonad's first subgame is similar to Johnny's, but you must bounce your way to the top of the pole using your unfeasibly large knackers, or alternatively, the pancake machine at the Fulchester bakery has broken down and you can use your talents (?) to help flatten the dough.

Most of these games are joystick wagglers (what else?), and depending on how well you do you'll be awarded tokens. Each token allows you to use one of your extended powers, and in any one subgame you can earn up to 9 of them. If you fail it doesn't matter though 'cause you'll not lose a life.

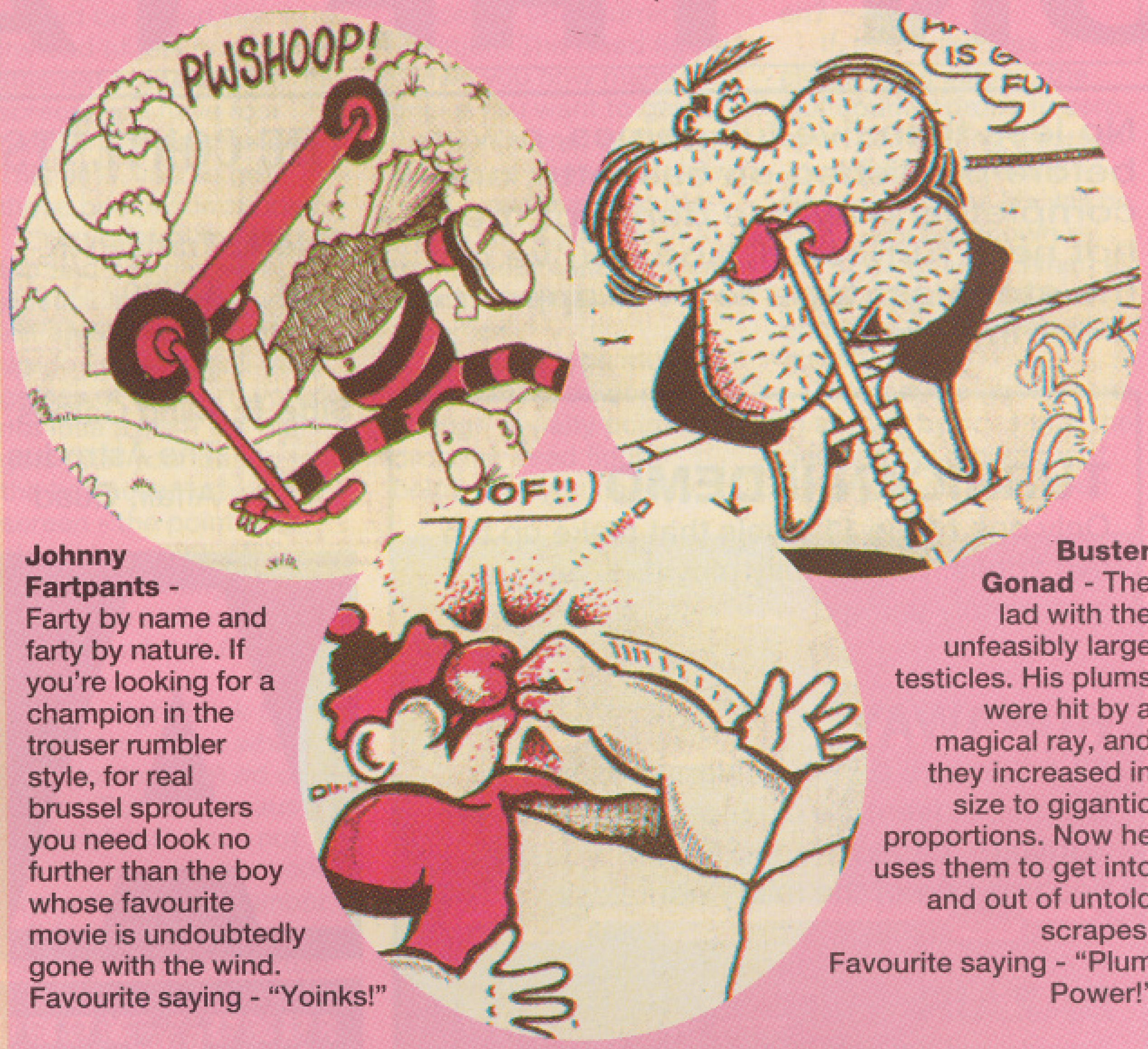
Although the gameplay sounds a tad simple, it's the hilarity in the graphics and the variety of bit part characters that impress the most. For instance, if you come across Shakey you'll be sent haywire and your controls will alter whilst he is playing his kind of muzak.

A bonus for us Commie owners is that Viz was designed and originally programmed on our machines, so we've got the original game, and there's no reason why it isn't the best version. For a start the graphics are superb, and they're very true to their crude cartoon counterparts, and there are a lot of them to choose from. The whole of Viz seems to be represented apart from Billy The Fish, because the programmer doesn't like him, although I feel that he could warrant a game all to himself.

The whole package is enhanced by the running commentary by Roger Mellie, although this could very well be the reason why it won't be sold to those that would appreciate the humour most. To say that his language is anything less than meaty would be an understatement.

If you're keen on being naughty and you promise that you'll not let your mum see you play this, it'd be a cracker of an idea to get this game, it'll have you laughing all the way to adulthood (when you can get the comic for yourself). Viz is just the job for playing with yourself (K-yuk! K-yuk!).

The Viz Characters



Johnny Fartpants - Farty by name and farty by nature. If you're looking for a champion in the trouser rumbler style, for real brussel sprouters you need look no further than the boy whose favourite movie is undoubtedly gone with the wind. Favourite saying - "Yoinks!"

Buster Gonad - The lad with the unfeasibly large testicles. His plums were hit by a magical ray, and they increased in size to gigantic proportions. Now he uses them to get into and out of untold scrapes. Favourite saying - "Plum Power!"

Biffa Bacon - The lad of the Bacon family, a group of 'ard b*****ds with more muscles than brains. His favourite hobby is going to the pub and drinking many pints of lager, and then many more. Favourite saying - "Did you spill my pint?"

With three characters to choose from, games are varied every time and the humour is just based at the correct base level to keep me amused. Viz is a true milestone in Commie games.

CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
All original tunes, each as humourous as the next.	As batey as the comic and twice as colourful.	The rudery and variety of swear words will keep you transfixed.	...But the gameplay mustn't be forgotten, tonnes of action for everyone.

NAME: Viz.
SUPPLIER: Virgin Games.
PRICE: £10.99 tape, £14.99 Disk.
RELEASE DATE: Late January 91.

OVERALL 89%

ON THE TAPE

No less than five full games, never before published on cassette, and a completely playable demo of the hot new Turrican II, and you've got the stonkiest tape to ever appear on a commie mag!

TURRICAN II DEMO
Only one of the 11 levels that make up the five zones, but it's fully playable, and completely wicked.

RUNAWAY
An adventure game, designed using the Graphic Adventure Creator from Incentive Software, based around a child's desire to become one of the many homeless.

BAZAIR
Arcade action with more variations of gameplay than you can count on an abacus.

MIND GAMES
Yet another original game as you explore the inside of the president's brain and find out what kind of guy is entrusted with the 'button' to end all civilisation.

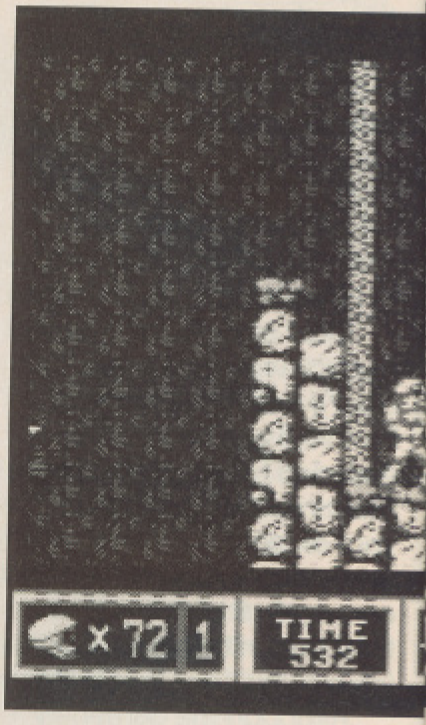
THE ASTRODUS AFFAIR
Another adventure written using GAC. This time it's in space, where nobody can hear you bite into a Spam sandwich.

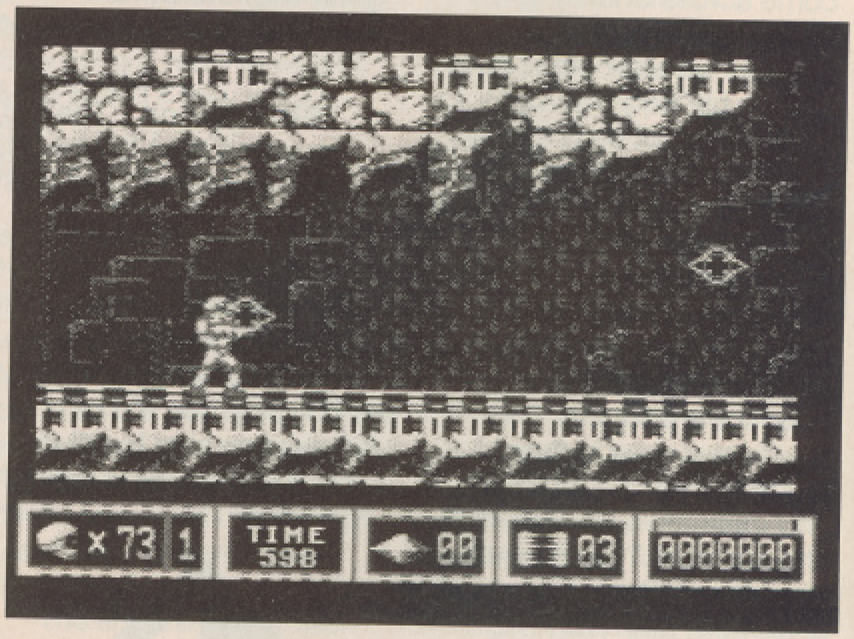
QUAD
A breakout variant with many differences, four bats for a start.

THE CONTENTS

Side A: Turrican II Demo, Runaway, Bazair

Side B: Mind Games, The Astrodus Affair, Quad





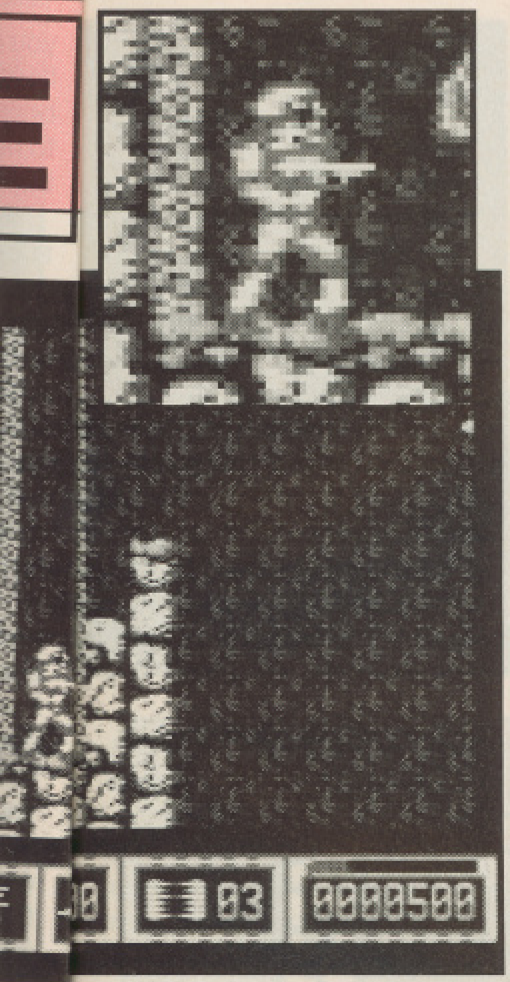
TURRICAN II DEMO

Supplier: Rainbow Arts
Type Playable demo - Arcade Action
Controls: Joystick in port two

The Mighty Morgul is dead, you offed him in spectacular style at the end of the first game, but another threat to intergalactic peace has arisen. Now you've been asked to do the job again, and in much the same way as before.

To make this easier during the demo, and to allow you to see more of the scenery, you've got 99 lives to play with (considerably more than the real thing), but the gameplay is identical.

When you've reached the end of the level you'll be greeted with a message so there's even something to play for.



QUAD

Programmer: Nick Sumner
Type: Complete game - Arcade action
Controls: Joystick in port two (1 player), plus a joystick in port one (2 players)

Quad is Breakout with a difference. In fact, it should be called Break-in. Instead of just one fiddly little bat at the base of the screen, you have four bats, one for each side. This time, you've got those bricks surrounded!

You control the bats at top and bottom with joystick left/right, and the left and right bats with up/down. Unlike all other games of this sort, you do not lose a life if the ball gets past your bat. In fact, the ball never leaves the screen - the point is to stop it bouncing off the side. The penalty for letting the ball past is that you lose a brick from the screen.

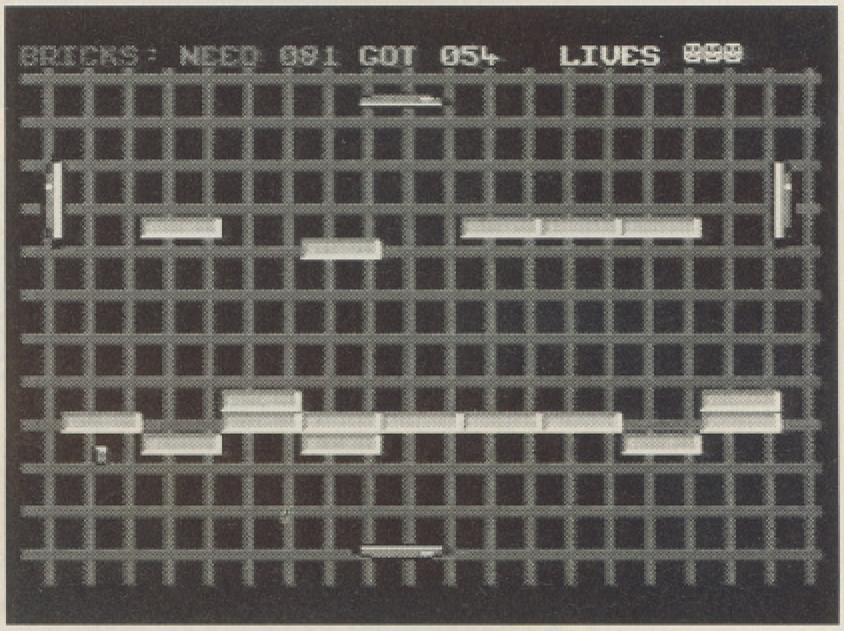
You might think that an advantage, since what you need to do is get rid of the bricks. But no, because the brick lost does not count towards your score, and reduces the number left for you to score on. Since you need a certain number of bricks to get on the next screen each time, this can lead you to be trapped at the same level all over again.

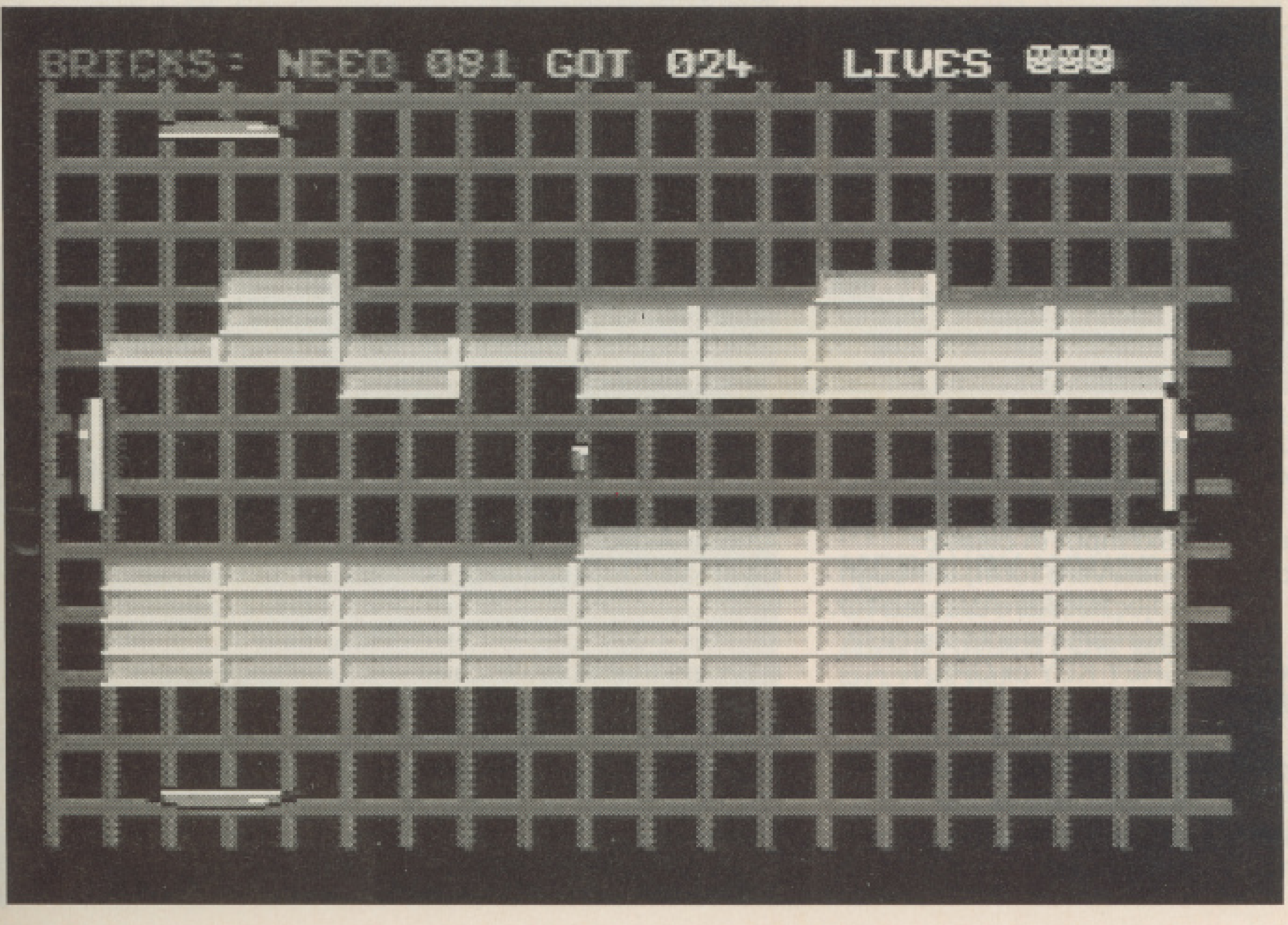
The counters at the top of the screen will give you an idea of your current situation. The Need figure shows you how many bricks you want to get to the next frame, and the Got figure shows you how many you have towards your total. If you are in a frame, you must still clear all bricks present to progress.

However, you must be careful that you don't lose enough penalty points to drop the need figure below that you need to complete the frame, otherwise you'll have to do it all over again. Devilish, eh?

If, in the process of clearing the screen, the Got counter drops to zero, or on completing a screen you fail to achieve the Need value, one life will be lost. Lives are shown by the smiling faces. When all three are gone, the game ends. No extra lives will be given.

There are eight screens in all, and besides this, the game offers a number of options. It can be played





with one or two players - one player controlling the left/right bat, the other controlling the up/down. The bat size can be made large or small, or the ball speed made fast or slow. All these options are chosen after the game has loaded as follows:

F1 - Number of players. Toggles between one and two.

F3 - Bat size. Toggles between large and small.

F5 - Bat speed. Toggles between fast and slow.

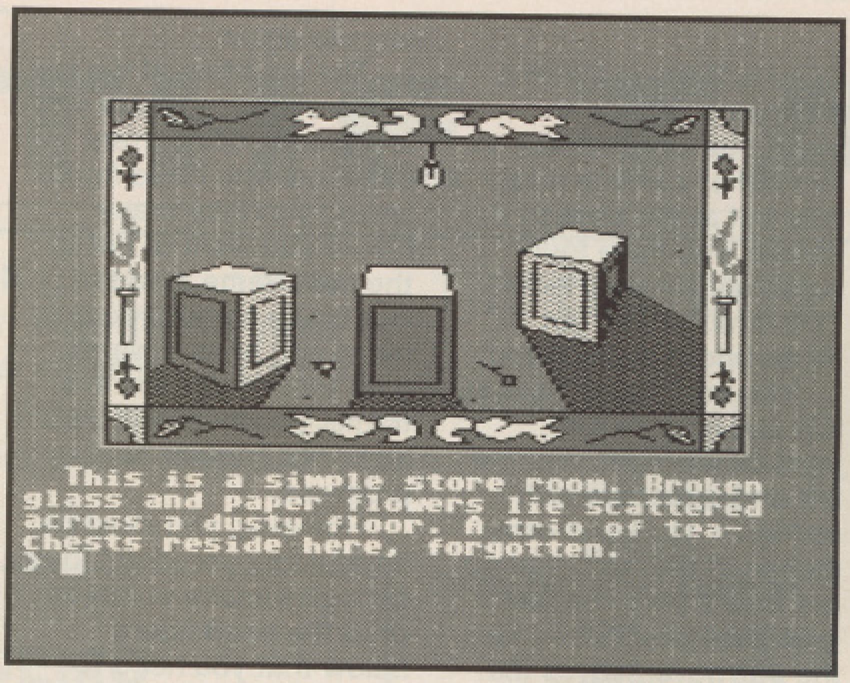
F7 - Starts game.

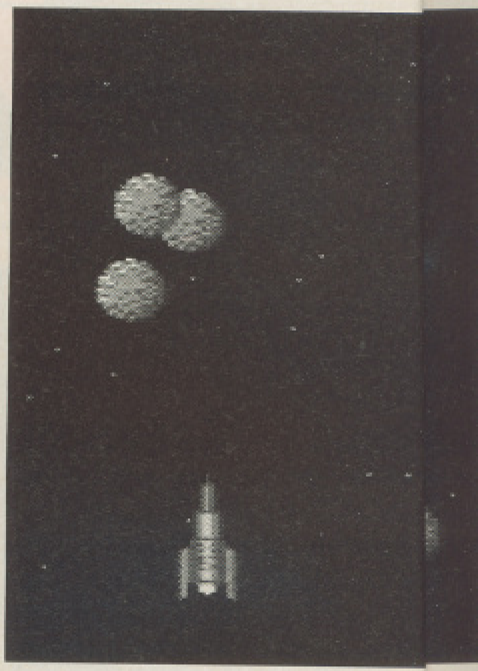
B

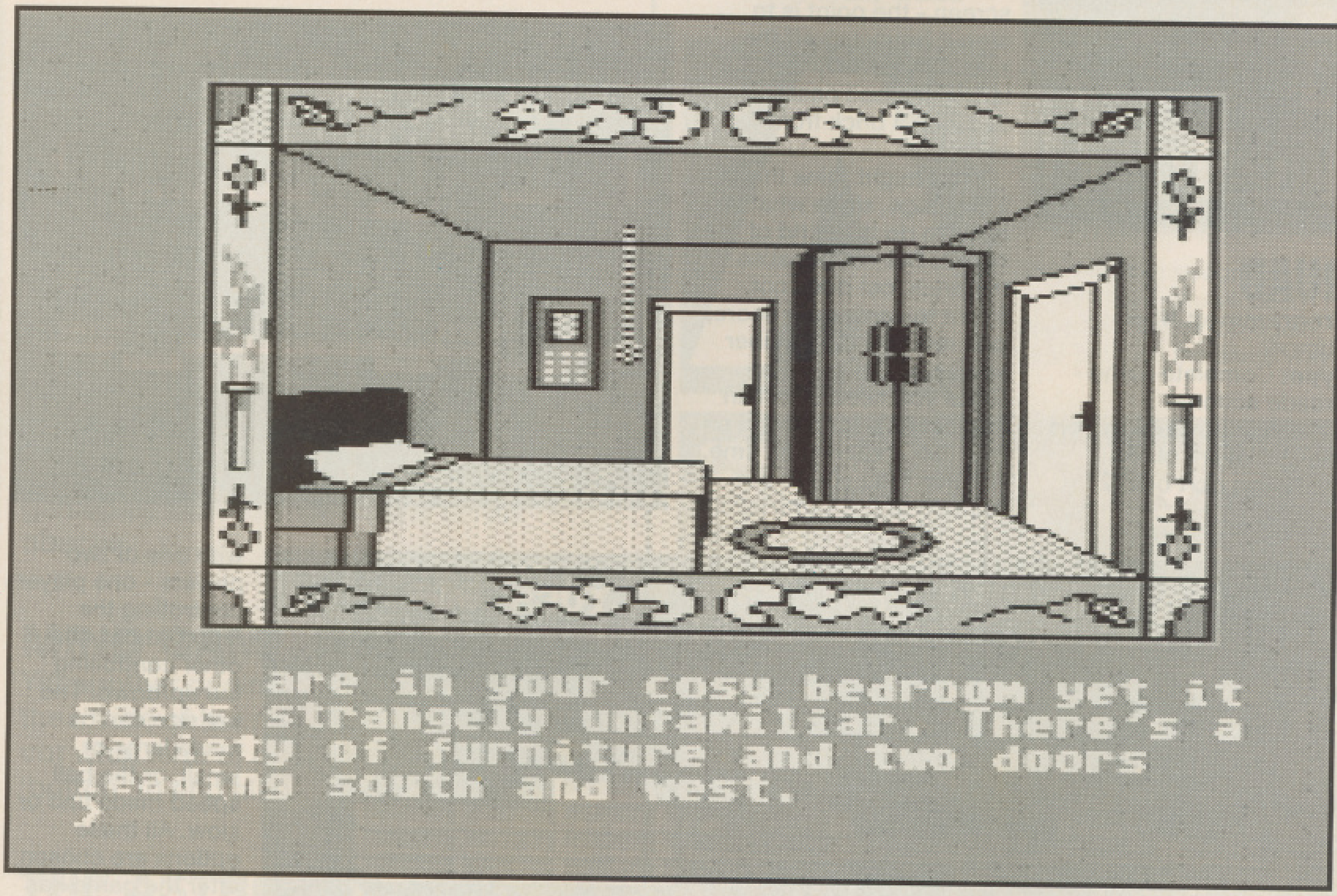
RUNAWAY

Programmer: Christopher Hester
Type: Complete game - Adventure
Controls: Keyboard

Runaway is based inside your house. Your parents have gone away for the day, leaving the house empty except for you. The object of the game is to







escape the house before your parents return - to become a runaway because you've decided that you can't stand your home life anymore.

Your parents, unfortunately, being aware of your feelings, have left the whole house seemingly locked up (or have they?). Can you discover the hidden keys and make full use of the available objects in order to escape in time?

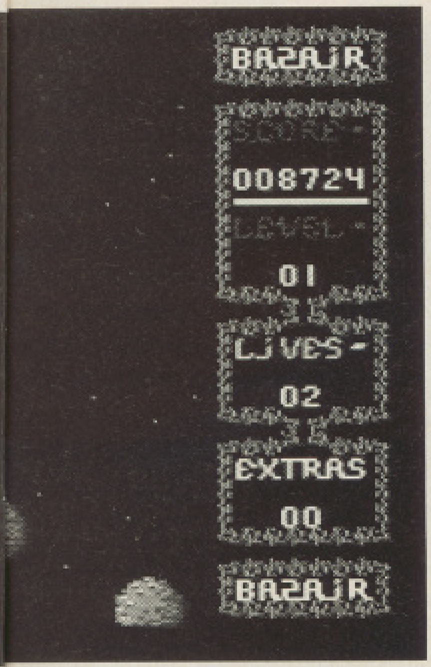
Runaway requires the text input in classic noun/verb form, although adjectives are catered for. Examples would be GET GREY KEY or OPEN SOUTH DOOR. Movement is via the usual NORTH, SOUTH, EAST and WEST system, and many abbreviations are supported.

BAZAIR

Type: Complete game - Arcade Action
Controls: Joystick in port two

It is said that in the Bazair system, somewhere on the Galactic Rim, there are nine planets, each more inaccessible than the last. On each planet is a city, and in each city is an electronic key of such a nature that it can be used to command the ship that will carry the fortunate traveller to the next city inwards. It is also said that in the ninth city will be found the key to the mastery of all time and space.

None have come into possession of the secret, for many perils encompass the cities and



planets. The key to each city is in each case protected by fast moving robot guardians. Should a questing hero wish to remain non-posthumous they were wise to step swiftly.

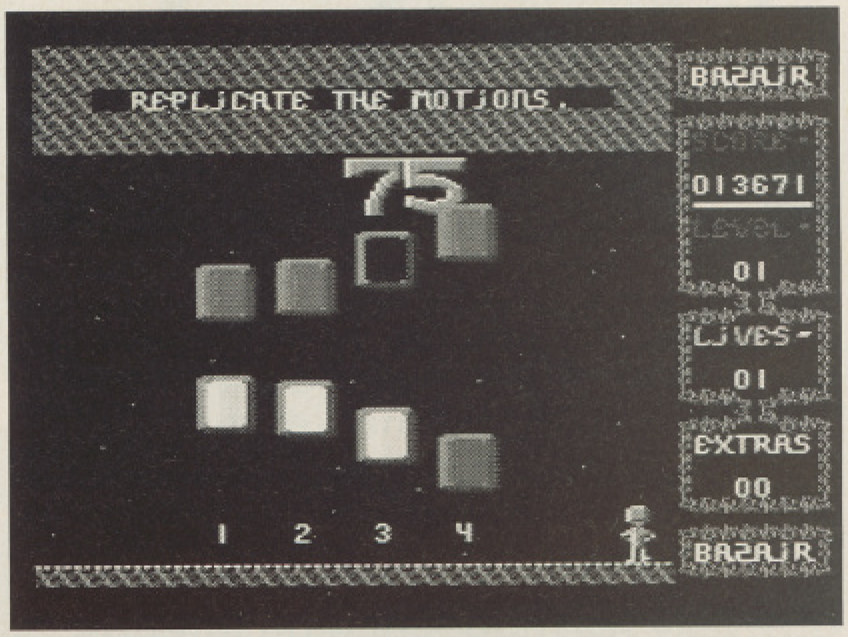
Once in possession of the key, the voyager's problems will start. For each of the craft that will be needed to penetrate further into the system is protected by a lake of mineral acid so corrosive that it will reduce a living being to a solution of ions in milliseconds. A network of floating platforms pass over the dreaded lake, and swiftness and dexterity will be needed to master the pattern of their movement. But stay - pity the unfortunate venturer who travels then inwards on the ethereal winds. For between each of the planets is a zone of asteroids of unusual density and possessing most unpredictable orbits. Few ships that venture into the system are ever heard of again, and we can only conjecture that they are now little more than mangled debris in the belts.

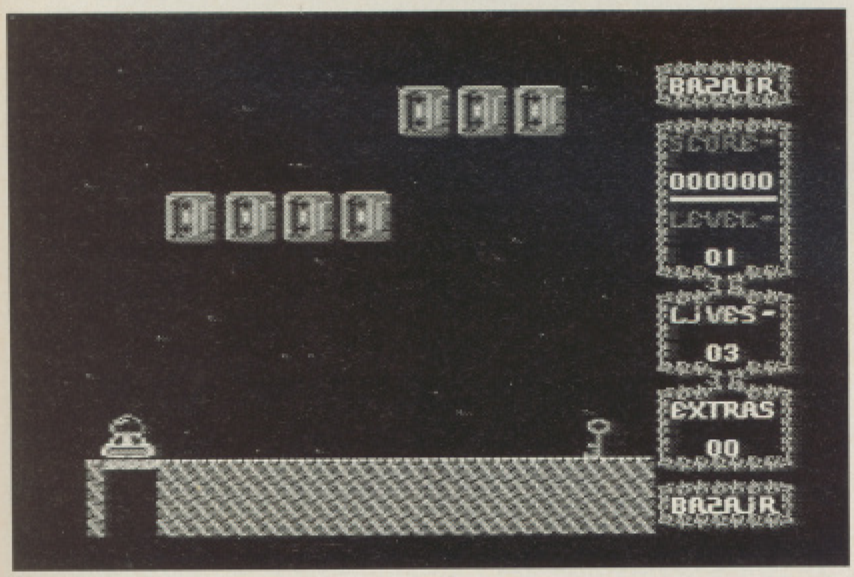
Are the wretched seeker's troubles now over? Not so - for each planet possesses a gravity markedly higher than the last. Landing by means of the retro jets becomes a hazardous affair before long.

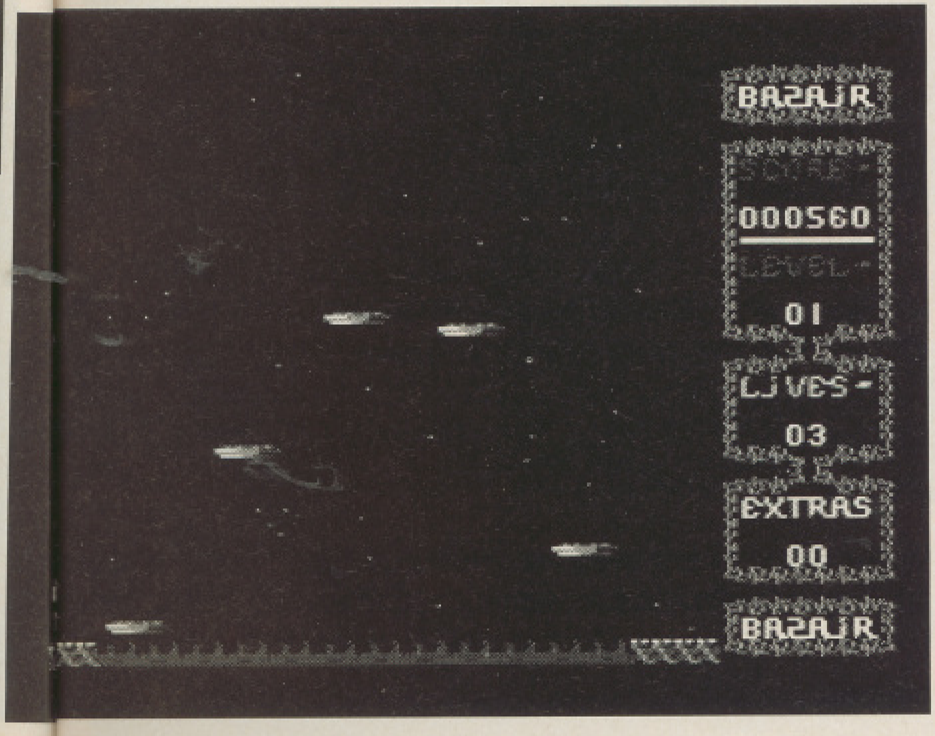
But finally, the wanderer may at last enter the appropriate city. Alas, such a fate is far from enviable, for the cities will not part easily with their unbidden guests, and are wont to toy with them. It is said though that a determined and wise person may master the mazes and thus obtain the next key.

It is inconceivable, however, that any should master all the rings, and many have sought to try. Perhaps it is as well for the universe that this is so.

Extract from The Book of Half-truths, Baron Bodissey (Alphanor Press, 3017)







TAPE PROBS!!!

Think you've got a problem,
Your tape just will not work,
You've tried it several times,
And you feel a stupid jerk,
Just pop it in a jiffy,
And send it in to us,
Include an explanation,
We'll replace it soon as poss:

YC TAPE 14 RETURNS,
INTERCEPTOR GROUP,
MERCURY HOUSE,
CALLEVA PARK,
ALDERMASTON BERKS.,
RG7 4QW.

The only way to cure those "Aaargh, my YC cassette steadfastly refuses to load and I'm getting rather frustrated, honest!" blues!!!

GOLDEN AXE

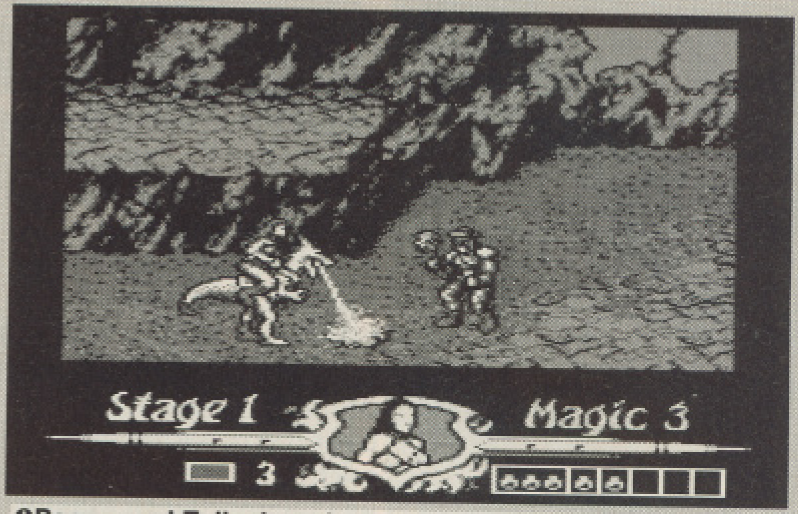
IF I had a golden axe I'd be straight down the market with it, or maybe the local jewelers. Only an idiot would use a weapon made out of a heavy metal that blunted easily. Evil reptilian Death Adder is obviosly no mug since he intends to melt it down for cash, thus ruining the magical emblem of Yuria. Duncan Evans tries to stop him.

Um, what I love about these sort of sideways scrolling, axe wielding chop 'em ups is the coherent plot, the believable characters and the witty repartee. So the kingdom of Yuria (pronounced "your ear" by the way) is in danger of something or other, with the royal family being put to the sword (good thing too if you ask me), and reptiles running the land. Probably.

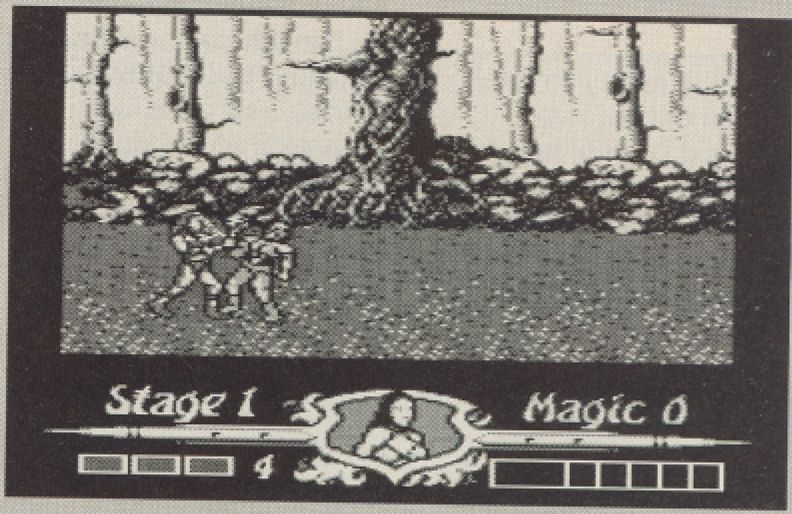
Well, its down to you, Mr Axe-Battler (flashback 20 years: So what are we going to call our son then, asks Mrs Battler. Dunno, says Mr Battler, fondling his axe. How about Axe ?), you Mr Gilius Thunderhead (the midget), or you Ms Tyris Flame (recently orphaned Amazon warrior queen with Maria Whittaker proportions and a bottom nibbling thong), to kill all of Death Adder's troops, and then kill the main lizard himself. Complex stuff huh?

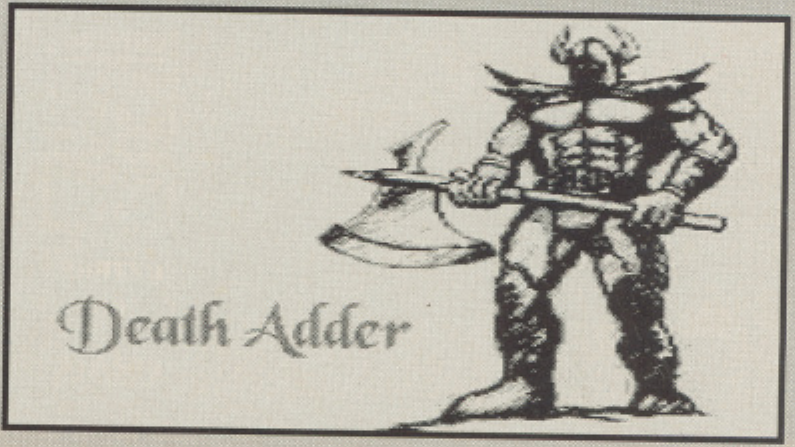
Up to two players can plod along simultaneously, which gives you a great advantage since only one enemy seems to appear at once (programming problems and all that), and starting in the woods just outside turtle village (groan), off you go, cutting a bloody swathe towards the castle containing Mr Death Adder.

So its been done many times before, at least the action is entertaining (if you like kicking, chopping and maiming - which I do), the graphics are respectable enough, and it all progresses with a weary inevitability. Fine,



Peeeuuuw! Talk about bad breath. These little suckers could knock out the Lady Major if she was just standing down wind. I wouldn't like to snog one of them, maybe he should use Listerine!





CREDIT CARD

Pretty much what you'd expect, not
◀SONICS
bad, and not outstanding.

Reasonably good, with nice large
◀GRAPHICS
sprites, but there aren't very many of them on screen at once are there.

You've seen it many times before and there's little invention to keep you
◀FIX FACTOR
hacking away.

With well balanced gameplay, graphical
◀HALF LIFE
pointers to how far you've got to go between every level, and the kind of chopping action you expect, you can pick it up six months from now and still play.

NAME: Golden Axe.
SUPPLIER: Virgin Games.
PRICE: £10.99 tape, £14.99 Disk.
RELEASE DATE: Owt now lads.

OVERALL 75%

You've seen it all before, but the action is good, the graphics reasonable, so if you like this sort of thing, here's more of the same, and just as good.

HOW DOES ETERNAL SLAVERY SOUND?

The Ur-Quan Hierarchy - the "evil empire" of the 27th Century is ruthlessly invading interstellar neighbours and slave-bonding the inhabitants. Now humanity itself is on the shopping list of species to capture.

Available on:
IBM PC & Compatibles
£29.99
CBM AMIGA
£24.99

Engage in white - knuckle tactical combat as you join forces with the Alliance of Free Stars to defend the galaxy against the conquesting armies of the Ur-Quan. The Captains of seven hungry star-fleets await your orders for battle - man's destiny is now in your hands!

Available on:
SPECTRUM
Cassette £10.99
AMSTRAD
Cassette £10.99
Disk £16.99
CBM 64/128
Cassette £10.99
Disk £16.99
To Follow

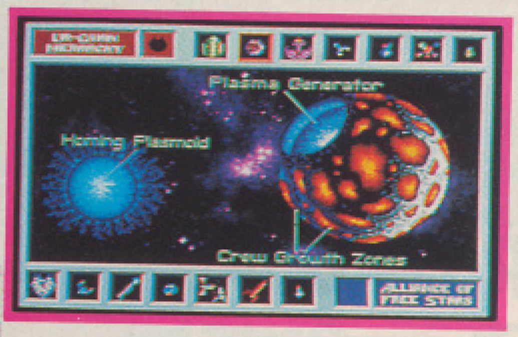


STAR CONTROL
ACCOLADE



Screen shots from IBM PC Version.

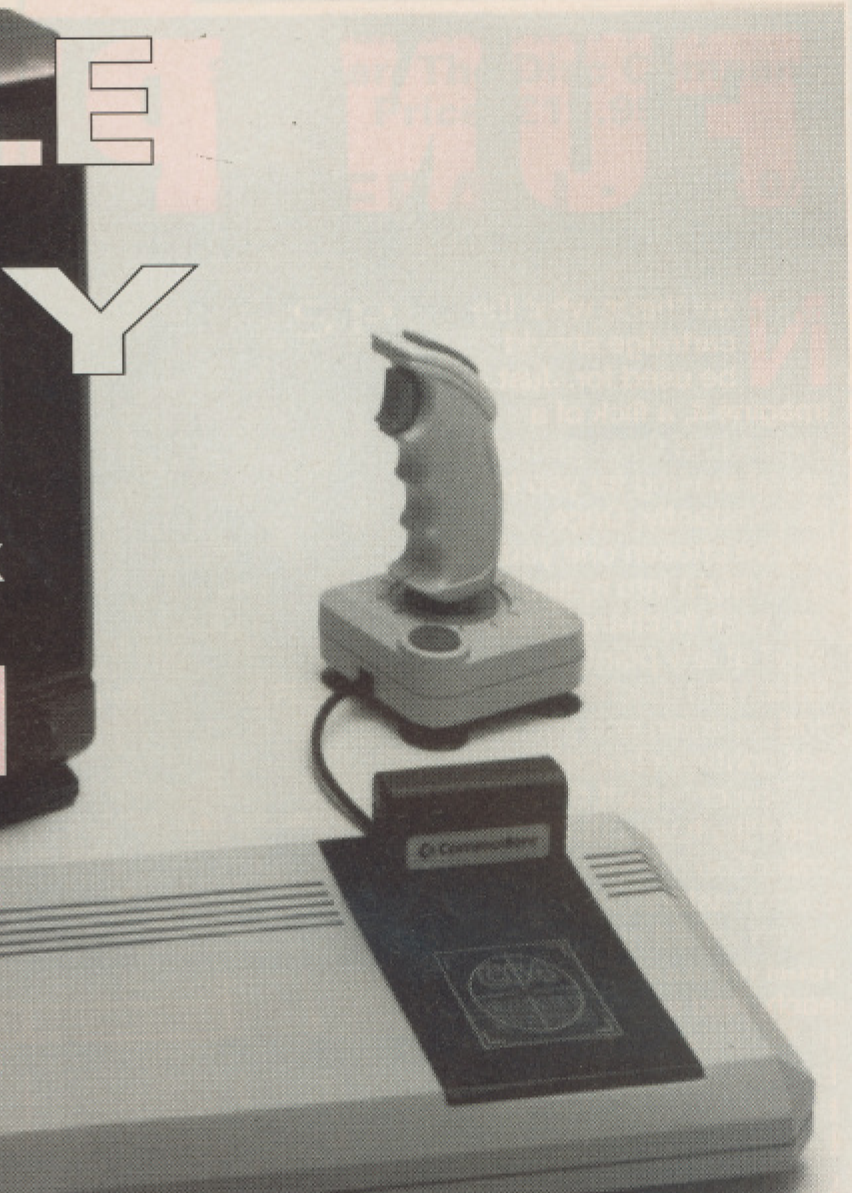




ACCOLADE™
The best in entertainment software.™

Unit 17, Lombard Business Centre,
50 Lombard Road, London SW11 3SU.
Tel: 071-738-1376.

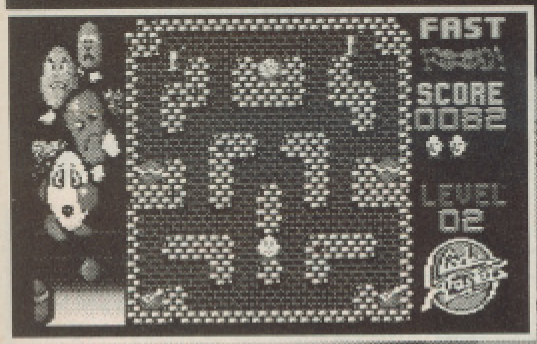
Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specification.



KONSOLE KRAZY

C64GS NEWS, VIEWS, PREVIEWS AND JAM SANDWICHES WITH RIK HENDERSON

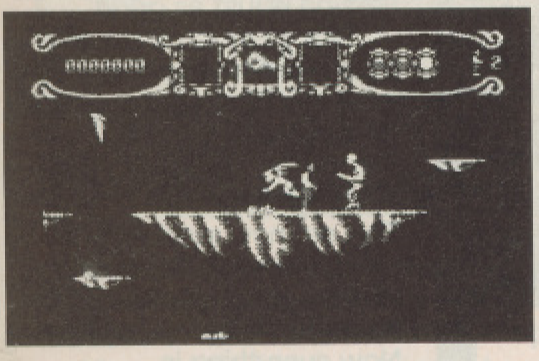
REVIEWED



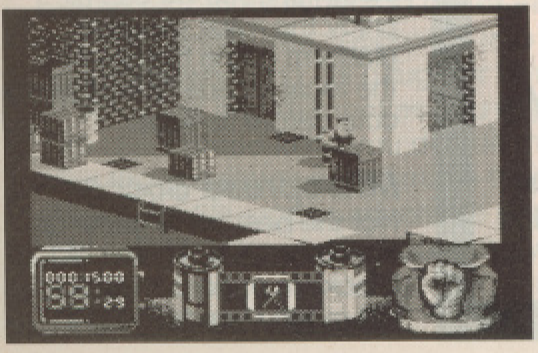
FUN PLAY
A collection of three Codemasters games on one cartridge.



POWER PLAY
Three of the best Microprose games now on the GS.



MYTH
System 3's award winning arcade adventure.



VENDETTA
The meanest game of 1990 now arrives on cart.

BRIEF BITS

Biggest shock of the month revolves around the announcement by US Gold that they're NOT going to be releasing the famous Epyx Games series of games. This seems a great shame seeing as this much acclaimed series is perfect to be converted and would suit a cart well.

Other US Gee carts to come will be (aswell as those mentioned last issue) Ghouls 'n' Ghosts and UN Squadron.

Domark's new releases are actually old ones. Along with Vindicators (as noted last month) we've got Badlands and Cyberball - a game that we reviewed absolutely yonks ago and never appeared on tape or disk.

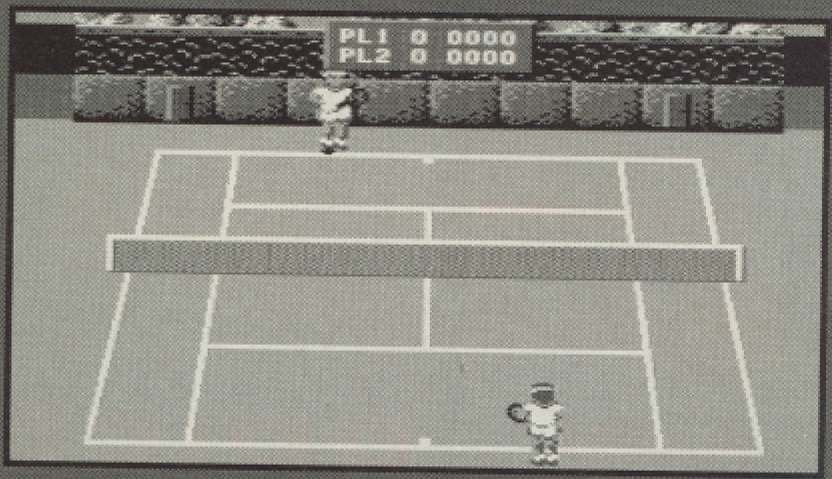
System 3 are not just happy with converting the company's existing product, all future C64 games will support the machine that has already blasted one competitor out of the water. IK Deluxe is the sequel to International Karate +, and will be also programmed by Archer MacLean. We also have the second Myth game, and that's just for starters.

FUN PLAY

Now this is what the cartridge should be used for. Just imagine it, a flick of a switch and three games are all waiting for you to play instantly. Once you've chosen one you go straight into it, and if you wish to change your mind at any point, just switch the machine off and on again and you've got another choice.

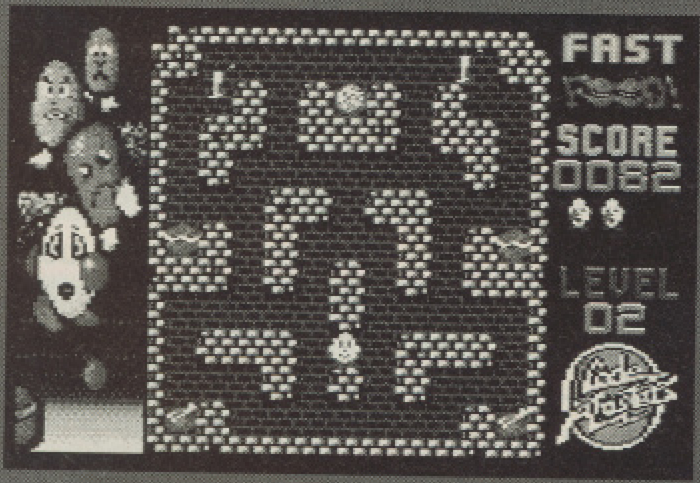
The only fault that Fun Play has is that it's a collection of three Codemasters games, which would normally retail for about £2.99 each. And seeing as none of them are multi-loaders, it's not as if the bonuses are that fruitful. Let's have a look at the games then...





Pro Tennis

Erm... Er... Not exactly the best tennis game in the history of the commie, but not the worst either. It seems to be rather okay in the playability stakes, but a tad too hard, and a tad too crap.



Fastfood

This is the highlight of the three games and is as good now as when I reviewed it yonks ago. It's a maze game much like Pacman, but it has trillions of levels and they range in difficulty from very, very easy to you must be joking. It's pretty much a stiffy.

Pro Skateboard

Again a bit crap, and very budget gamey (whatever that is). You have to race down a hill, collecting flags, on your mean deck and that's about it.

Nope this pack isn't really worth the dosh, mainly due to the poor quality of the games, but it's a flippin' good idea, and let's hope that we'll see many more packs creep up.

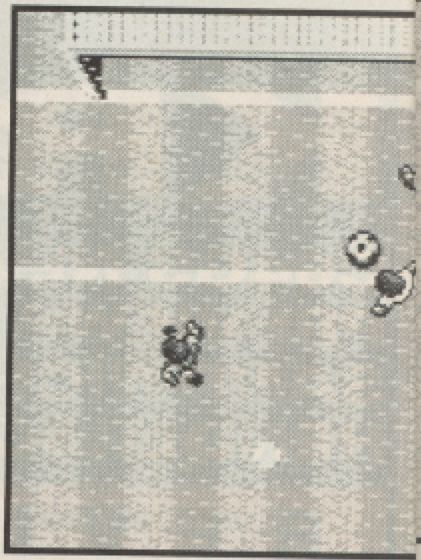
CREDIT CARD

Name: Fun Play
Supplier: The Disc Company
Price: £19.99

OVERALL: 49%

A good idea to have cart compilations, but the quality of the games on Fun Play leave a lot to be desired.

POW



Now here's the other pack that we're offered from The Disc Company and this is much more like it.

Three of the best games that Microprose have ever published have been shoved onto a fast as you blink piece of red plastic. This is far more the type of thing that GS owners would like to slot in their holes (and you thought that the Viz review was dirty).

Stunt Car Racer

This won our YC Wobbly Awards 1989 for the best game and best simulation, and it's hardly surprising. If I had to name my favourite Amiga game ever Stunt Car Racer would certainly be in the running, and unbelievably the C64 version is just as good.

Not so much an arcade game, but more fun to play than any other racing game on the market.

Rick Dangerous

This set new standards in arcade adventures and the original was only marred by a terrible multi-load system. Now everything is instantaneous we can all enjoy the most playable platform game this side of the local arcade. It was also cute before its time.

Microprose Soccer

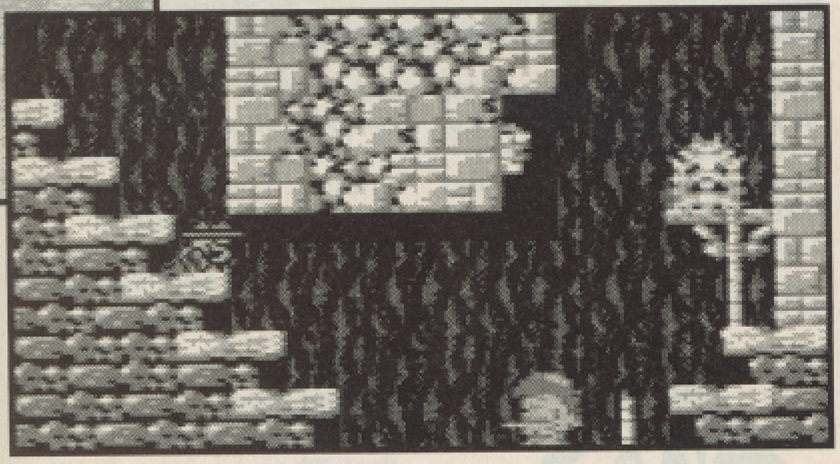
Not the best footy game on the commie, but close. What it lacks in options (which is not much I can tell you) it

WERPLAY



more than makes up in graphics and playability. Far better than Kick Off or its sequel.

Power Play is a pack just oozing with the cream off the top of the best games of all time pile. Any C64GS owner would be completely doolally to miss this.

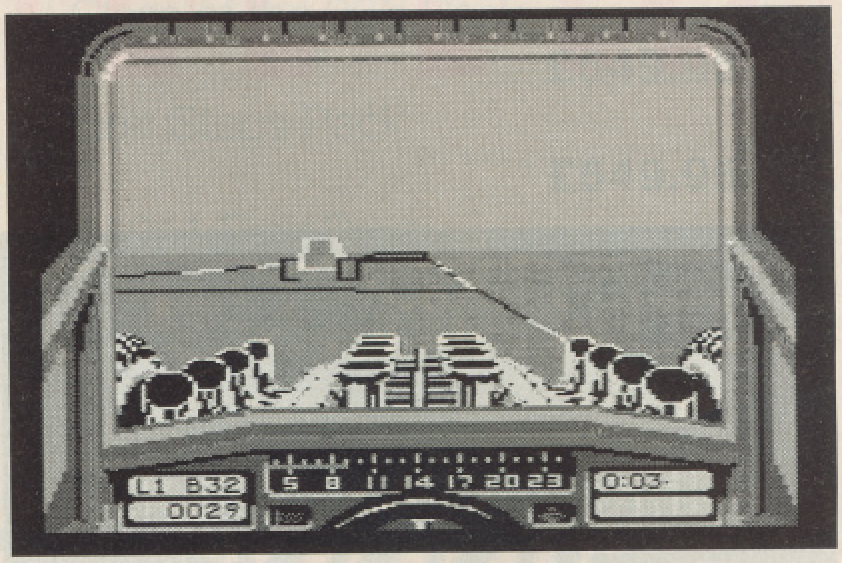


CREDIT CARD

Name: Power Play
Supplier: The Disc Company
Price: £19.99

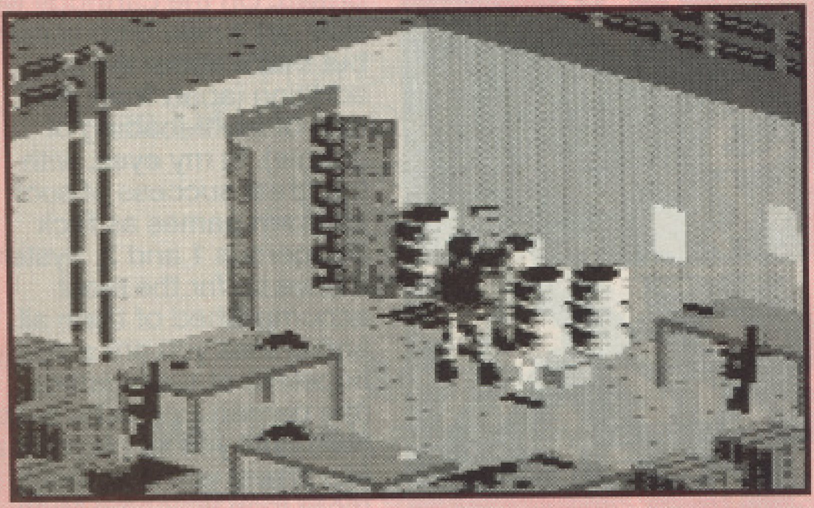
OVERALL: 96%

Every game on this cart is superb, you'd really love to insert it in your slot and no mistake.



VENDETTA

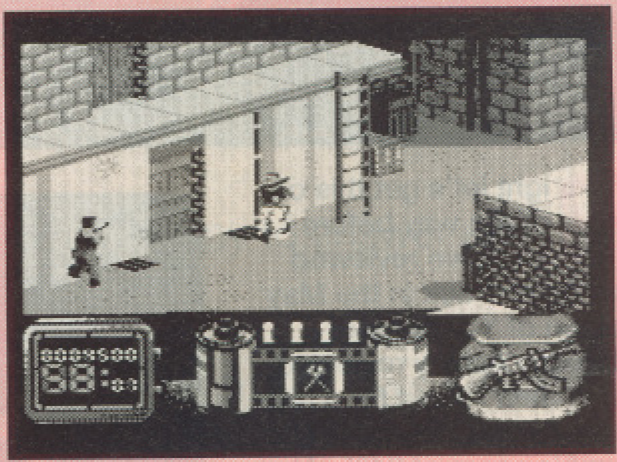
Another System 3 success story makes it to the C64GS, and thanks to the release of the truly stunning Last Ninja 3 and Ninja Remix on cart, those fans will undoubtedly find a whole new challenge in this gun toting meaty package.



Using the same system as the Ninja series, Vendetta could hardly fail to impress. That said it has many features of its own to more than impress.

You are a grunt (a soldier not a whiffy fart) who has had no problems in getting out of Vietnam. But now that you have finally been accepted into the society a scientist friend and his daughter have been kidnapped by terrorists and this makes you mighty sore. So armed with but a bread knife you decide that you should go after the assailants and remove their most private parts.

But the 3D arcade adventure part is not the be all and end all of Vendetta, nope we even get treated to a rather splendid driving game that links the levels. And on cartridge (I know I've said it before) there is no wait between sections.



I reviewed when it was out on cassette and gave it 94%, and it has weathered the time (almost a year) very well indeed. The graphics, sonics and play have only since been bettered (in my view) by a select few games and surely a console owner would rather have a game that would last for yonks than a quick licenced flash in the pan.

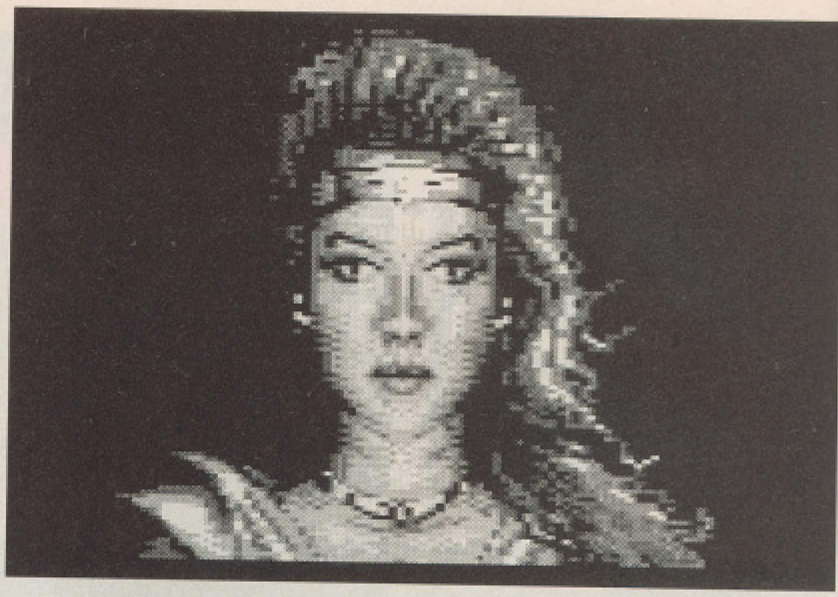
CREDIT CARD

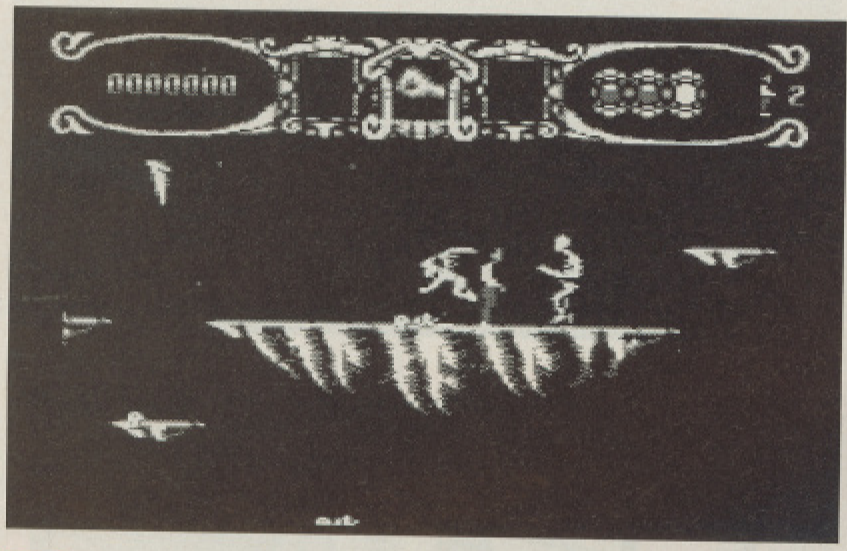
Name: Vendetta
Supplier: System 3
Price: £24.99

OVERALL: 94%

An excellent game that's full to the brim with different styles of gameplay and ideas.

MYTH





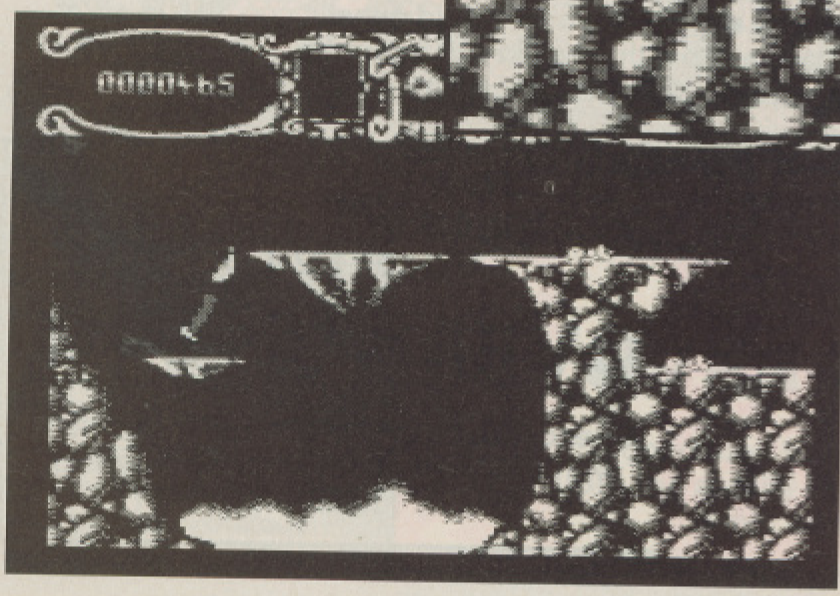
Right let's get this out of the way before I start, we reviewed this game back in the May edition of YC, or more correctly Ashley reviewed it. He didn't like it for a few reasons and only gave it a humble score of 64%. At the time I tended to disagree with him, and now that I've seen it on cartridge I've finally got my chance to do so publicly.

Myth is an arcade adventure set in various mythological backgrounds, as you, the small Michael J. Fox lookalike, have been plucked from today's world and have been sent into the past in order to give a big ugly god a right royal kicking. To get to the mightily evil Dameron though, you have to negotiate lots of other entities. These are based around major gods in mythology, and you must use your wit and reflexes in order to progress past each.



Everything is based on the old platform game idea, but it extends far beyond that. There are also fighting actions that you can (and must) perform for instance, and there are tonnes of small puzzles that must be completed in order to get anywhere whatsoever.

The animation in absolutely superb, and although the graphics are tiny they're very perfectly drawn. On the cartridge we also get a new intro screen, but that's about the only addition (apart from the lack of multi-loading of course). In my eyes, with the great success of such platform games as Rick Dangerous 1 and 2, System 3 have by far the most accomplished of them all, and unless you are actually hopeless at such games (the gameplay can be a tad hard until you've played it a few times) you'd probably more than welcome Myth to your growing cartridge pile.



CREDIT CARD

Name: Myth
Supplier: System 3
Price: £24.99

OVERALL: 89%

Although the price seems a little high, you get absolutely loads of rip-roaring action and adventure for your cash.

1990 - THE YEAR

1990 saw the birth of YC from the loins of the oldest Commodore mag in this country. It was also the year that coin-ops were overtaken by the movie licence in popularity, and unique and original games were seen in a greater light than ever before. Rik Henderson looks at the year in full, and highlights the top events.

JANUARY

This was the month that Liverpool FC was going to be released, and I trucked to Grandslam to see it. Although it was complete, a few things needed tidying up and it dragged on and on (we are still yet to see it on the shelves).

We were all still desperately trying to get over Batmania, and little did we know that those green kung fu reptiles were just around the corner.

Domark signed a deal with Incentive to market the new freescape products (the first under this agreement being Castle Master).

And YC managed to sell more copies under the new format than it had ever done before.

MAY

The second biggest thing to happen to the YC team this month, was an invitation to Highbury, and Arsenal Football Club where we spent a few hours playing silly buggers and chucking the League Championship trophy around in front of the camera.

This was the month of Flimbo's Quest, and therefore the start of the cute attack, and it was joined, at this time, by Rainbow Islands and Cloud Kingdoms. We were to keep the sick bucket handy though because this was just the beginning.

The biggest thing to happen was the sale of YC from Argus to Alphavite and from Hemel Hempstead to Milton Keynes. The move took so long that we were to miss an issue.

JUNE

No YC this month, but that doesn't mean that nothing happened.

Indeed it was World Cup time, and every software house rushed it's effort for the soccer game sales trophy.

Worthy winner was Italy 1990, the US Gold attempt, mainly because it was infinitely better than the official game, Italia 90 (from Virgin Mastertronic). Kick Off 2 didn't supply what it's 16-bit counterparts were oozing with.

Fortunately soccer wasn't the only subject for a game that we were subjected to this period. TV Sports Football had finally arrived (and was a bit of a stonker), and the excellent Impossamole certainly supplied a much needed break away from sports simulations.

JULY

The crappest game ever managed to dribble its way into a box and onto the shelves, and unfortunately it had the top soccer manager in this country as its sponsor. Kenny Dalglish Soccer Match was the poorest excuse for a game in countless years.

YC was released with a spanky new look and a brand new headquarters. But the biggest event was a visit to Loughborough for Jeff Davy and myself care of US Gee and the brill Murder.

Also the puzzle game phenomenon was reaching fever pitch with the release of the excellent Klax.

And July saw two companies, Grandslam and Tynesoft disappear (with Grandslam to eventually reappear) and in contrast the emergence of Vivid Image as a development house was one of the most exciting events of the year.

AUGUST

Monty Python's Flying Circus changed all of our lives this month, and fish will never be the same.

Elite invited me to check out the second Gremlins movie, and although we still haven't seen the game the film was well cool. I also got to see Robocop 2 on the same day and that was the film disappointment of the year (in my eyes).

Time Machine was another of the month's hot releases, and we were only one of the first to rave about it.

Ocean first boob for absolutely yonks was the conversion of Shadow Warriors on the C64, it wasn't very good I don't mind telling you.

Bloodwych was also finally released, being the last version to make it, and it caused a few eyebrows here to be raised.

We took a young winner to the Charity Shield where Liverpool and Man Utd played a 1-1 draw.

And oh yes, Commodore announced the launch of it's new console or something.

R OF THE TURTLE

FEBRUARY

Ghostbusters II disappointed all commie owners the correct side of sanity, and was not a worthy successor of one of the best selling games of all time. It was really a reflection of how dire the film was.

It was also joined on the crap heap by Toobin', which was yet another arcade conversion that failed to deliver, Ashley hated it and slated it.

On the plus side we got a look at the best simulation to hit the 64 ever in the form of F-16 Combat Pilot, and although it was treated badly by other mags, we managed to get the most from it, and it was a worthy YC Fun One.

Top game of the month, though, was the imported American Footy game with John Madden's name attached.

MARCH

This was the month that Audiogenic suffered a minor embarrassment. This is because their consultant to their forthcoming footy management game, Lou Macari, got in all sorts of bother and ended up in the nick. He was dropped from the project and good old cheery Dave Basset (manager of Sheffield United, bottom of Div One) took over.

We also offended half of the industry with a fun but scathing attack on the Public Relations career as a whole. We never meant to offend everybody, just some of them.

Things were a bit drab on the old games front though, we seemed to be going through our post-Chrimbo depression. And the only YC Fun One we saw was Search for the Titanic by CRL, a strategical little number. Even the biggest release, Space Harrier II, only managed a meagre 74%.

APRIL

World Cup fever had started and all the top footy games were announced. But YC was more interested in American Football this month, and we got our grubby mitts on a copy of Cyberball, which we found incredibly wicked. Although it was never released on tape or disk, and is only now being sold on cartridge only.

The big stinker of the month was definitely Ferrari Formula One, which promised so much after the Amiga version, but was really a big pile of poop (although a certain other commie mag would have had us believe otherwise).

System 3 was also hard at it with the release of the mega stonker Vendetta. It really was a view of what was to come.

SEPTEMBER

Back To The Future II made it to the commie just in time for the video release of the movie and it proved to be a rather poor showing.

Lords of Chaos was the most original product to reach us in some time. And Mean Streets came a cool second.

I was invited to interview a small but perfectly formed pop combo called EMF, previously unknown. A couple of months later and they had made number 3 in the charts with their excellent debut single Unbelievable.

And we reviewed U.N. Squadron, which was not to make it to the shelves for a couple of months. We gave you the facts first though.

OCTOBER

This was the month of the Computer Entertainment Show, hell on earth and no mistake. Ocean and Commodore brightened things up though with an enormous party held just for hacks like me. We all got merry at that one.

Atomic Robokid got the lowdown by myself as Ashley had decided to leave the magazine for other climes.

Nightbreed managed a better score, although the film seemed to pass us with little more than a whimper.

But easily the best game of the month came in the lesser known guise of Greg Norman's Ultimate Golf, it had everything that the 16-bits boasted including the graphics.

Midnight Resistance also caused a lot of joysticks to run down with its rather frenetic gameplay, some say this was the best version of all.

NOVEMBER

Strider 2 made quite an impression although it was never as good as its predecessor, but the depth of it swayed my decision.

The Spy Who Loved Me was also unleashed on a spoilt public, but it marked a return to the old days for Domark when Bond games could be easily forgotten.

Ninja Remix was a big stiffy, and it set the ground path for the third in the System 3 trilogy.

But really the month was slow when it came to releases due to Christmas being just around the corner. Most of the big releases were hanging on until the last moment.

DECEMBER

This was the one that the whole year was geared around.

Teenage Mutant Hero Turtles proved to be the biggest selling game at Chrimbo time, with stocks running out as soon as they'd been displayed on the shelves.

The Dizzy Collection also made a stab with almost record sales figures, especially for a compilation.

Paul Gasgoigne finally found pixelised fame the second time around, with the sequel to his dire first effort, Gazza II.

Ocean's attempt at the Christmas number one was Chase HQ II, and US Gold were content to rely on E-Swat.

Activision U.K. marked their last prospective release on the commie with Dragon Breed.

And the last event of the year saw Adrian Pumphrey (editor of Your Amiga) and myself enjoying a rather neat In Din - where the industry get together and have a jolly good knees up.

THE YC STAFF OVER THE YEAR

In 1990 we've had quite a few members of staff, some with beards and some without. Here's a rundown of who was who...

Rik Henderson - *Deputy Editor* *(January - February)*, ***Editor*** *(March - December)*
Rik's the kind of guy that puts a lot into something (as long as he doesn't have to tidy up afterwards). If you invited him around to your house you'd be likely to have quite a few laughs, but your alcohol cabinet would mysteriously become more roomy by the end of the night.

Rik is still the Ed of this organ.

Adrian Pumphrey - *Games Editor* *(January - May)*, ***Games Correspondent*** *(June)*
Adrian, the great yeti that he is, added a certain touch to YC that could only have come from one with so much facial fluff. Although his gruff manner caused a few nightmares, his cheeky northern humour brightened up many press conferences.

Adrian is now the Editor of our sister title Your Amiga.

Paul Eves - *Technical Editor* *(January - April, August)*, ***Group Editor*** *(September - December)*
Paul is also the editor of Commodore Disk User, a rather fine, if more serious, magazine. This doesn't mean that he's the old stoney face that everybody reckons, he's a mean gameplayer when it comes down to it.

Paul is still Group Editor.

Stuart Cooke - *Group Editor* *(January - June)*, ***Editorial Consultant*** *(August - October)*
Stuart was the editor of Your Commodore for most of its life, until an upstart came in. He's had the shakes ever since.

Stuart is still at Argus Specialist Press, and is Group Editor of such titles as Photography and Skeleton Crew.

Jim Bluck - *Editorial Assistant* *(January - April)*
Jimbo was the unsung hero of the reviewing team. He left to join Video Today as Assistant Editor and has no inclination of coming back to the computer industry (it's too stable for him).

Jim is now the editor of the adult magazine Video X, but we'll not mention what he reviews now.

Mark Newton - *Designer* *(January - June, November - December)*
Mark, the original chainsaw animal, slapped the paint on the canvas for many months. His speciality is creating a whole new look, it's a shame that he still insists on the flares though.

Mark has now moved from YC onto sister mags CDU and Your Amiga.

Ashley Cotter-Cairns - *Staff Writer* *(March - May)*, ***Games Editor*** *(June - September)*, ***Assistant Editor*** *(October)*
Ash is still with us in heart, mainly because none of us will forget his wild taste in shirts. He left when he found out that jeans were banned from the office.

Ashley is now with Micronet.

Helen Saunders - *Designer* *(August - November)*
Helen is the current art editor to give YC that special look. Her talents were recently moved across to Your Amiga, but she's back with some more killer ideas.

Helen has now taken over from Mark on the design duties, again.

YC'S LOOK AT 1991

It's time to get out my crystal balls and give you a few pointers on what I reckon'll be 'happening' in the coming year. Everything here is absolutely, completely true*...

Audiogenic will announce Jeremy Beadle's Ludo Challenge (but probably release it several years later).

Codemasters will release another three trillion Dizzy games, and claim that the company's now bigger than Gazza.

System 3 will release an extra-enhanced version of Ninja Remix, adding such features as a new loading screen and a pretty new box.

Grandslam will disappear once more and come back a month later, with Liverpool FC still on the schedule.

Rainbow Arts will release Denaris 2, but will have to withdraw it because it's too similar to R-Type 2 (and far better anyway).

Virgin Games will look for even more diverse licences than Monty Python and Viz, and will end up signing Antiques Roadshow.

Emap will look for a larger venue to hold the next Computer Entertainment Show after complaints about overcrowding. In the end it'll be hosted in the superloo outside Charing Cross station.

*This is a lie really (Ooo we are naughty)! We've got no idea what's coming up, but you can bet that we'll be keeping you up-to-date all the way.

THE YC WOBBLY AWARDS 1990

It's that time of year again. It's up to you to decide who should get the ultimate Commie 64 accolades for the previous year.

1. Game of the Year
What's the best game of 1990? It can be any type of game, but it has to be a stonker.
YC's tip: Vendetta (System 3)
Winner 1989:* *Stunt Car Racer (Microprose)

2. Arcade Game of the Year
What was the best coin-op conversion of 1990?
YC's tip: Rainbow Islands (Ocean)
Winner 1989:* *Chase HQ (Ocean)

3. Simulation of the Year
This is a game that can simulate any subject.
YC's tip: Greg Norman's Ultimate Golf (Gremlin)
Winner 1989:* *Stunt Car Racer (Microprose)

4. Adventure of the Year
This is for the best adventure or role-playing game of 1990.
YC's tip: Buck Rogers - Countdown to Doomsday (US Gold)
Winner 1989:* *Scapeghost (Level 9)

5. Best Software House
Self-explanatory, but we'll abstain on this one, we'd not like to be biased.
Winner 1989:* *Ocean

6. Programmer(s) of the Year
Who's the top team/ person behind the games?
YC's tip: Probe
Winner 1989:* *Geoff Crammond

7. Best Game Music
Which game has the best tinkles?
YC's tip: Ninja Remix (System 3)
Winner 1989:* *Turbo Outrun (US Gold)

8. Best Game Graphics
What looks best, basically?
YC's tip: Greg Norman's Ultimate Golf (Gremlin)
Winner 1989:* *Turbo Outrun (US Gold)

9. Favourite Games Advert
What advert made you want to buy a game the most?
YC's tip: Monty Python's Flying Circus (Virgin)
Winner 1989:* *Batman - The Movie (Ocean)

10. Worst Game of the Year
What was your stinker?
YC's tip: Kenny Dalglish Soccer Match (Impressions)
Winner 1989:* *Pro Mountain Bike Simulator (Alternative)

Don't forget, your nominations must be games released in 1990 only. Send your entry (or a photocopy) to **YC Awards 1990, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

To give you that little bit more of an incentive we'll give £100 of prime software (console, disk or tape - it's up to you) to the first entry pulled out of the hat on 1st March. Also the winner and ten runners-up will get a years subscription to Britain's best C64 title. Not only that but your entry could be the one that decides the final result. Just fill in the form below nominating your top three games in descending order for each category.

To help you out we've also listed 1989's winners and our tips for 1990.

MY NOMINATIONS FOR THE YC WOBBLY AWARDS 1990

1. Game of the Year
1st ....
2nd ....
3rd ....

2. Arcade Game of the Year
1st ....
2nd ....
3rd ....

3. Simulation of the Year
1st ....
2nd ....
3rd ....

4. Adventure of the Year
1st ....
2nd ....
3rd ....

5. Best Software House
1st ....
2nd ....
3rd ....

6. Programmer(s) of the Year
1st ....
2nd ....
3rd ....

7. Best Game Music
1st ....
2nd ....
3rd ....

8. Best Game Graphics
1st ....
2nd ....
3rd ....

9. Favourite Games Advert
1st ....
2nd ....
3rd ....

10. Worst Game of the Year
1st ....
2nd ....
3rd ....

My name ....

My address ....
....
....

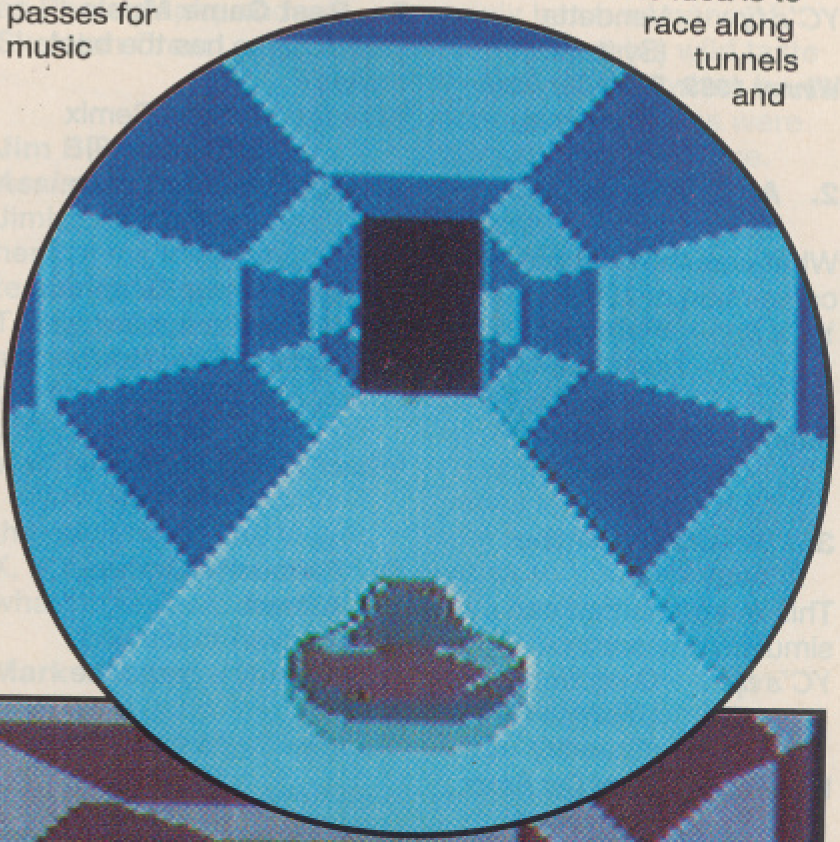
After watching Top Gun (again), Duncan Evans did nothing but wander round the office with his arms outstretched muttering "I feel the need, the need for speed!" We tied him to a chair, hit him over the head with a copy of S.T.U.N. Runner and said "review this then you withered old hack".

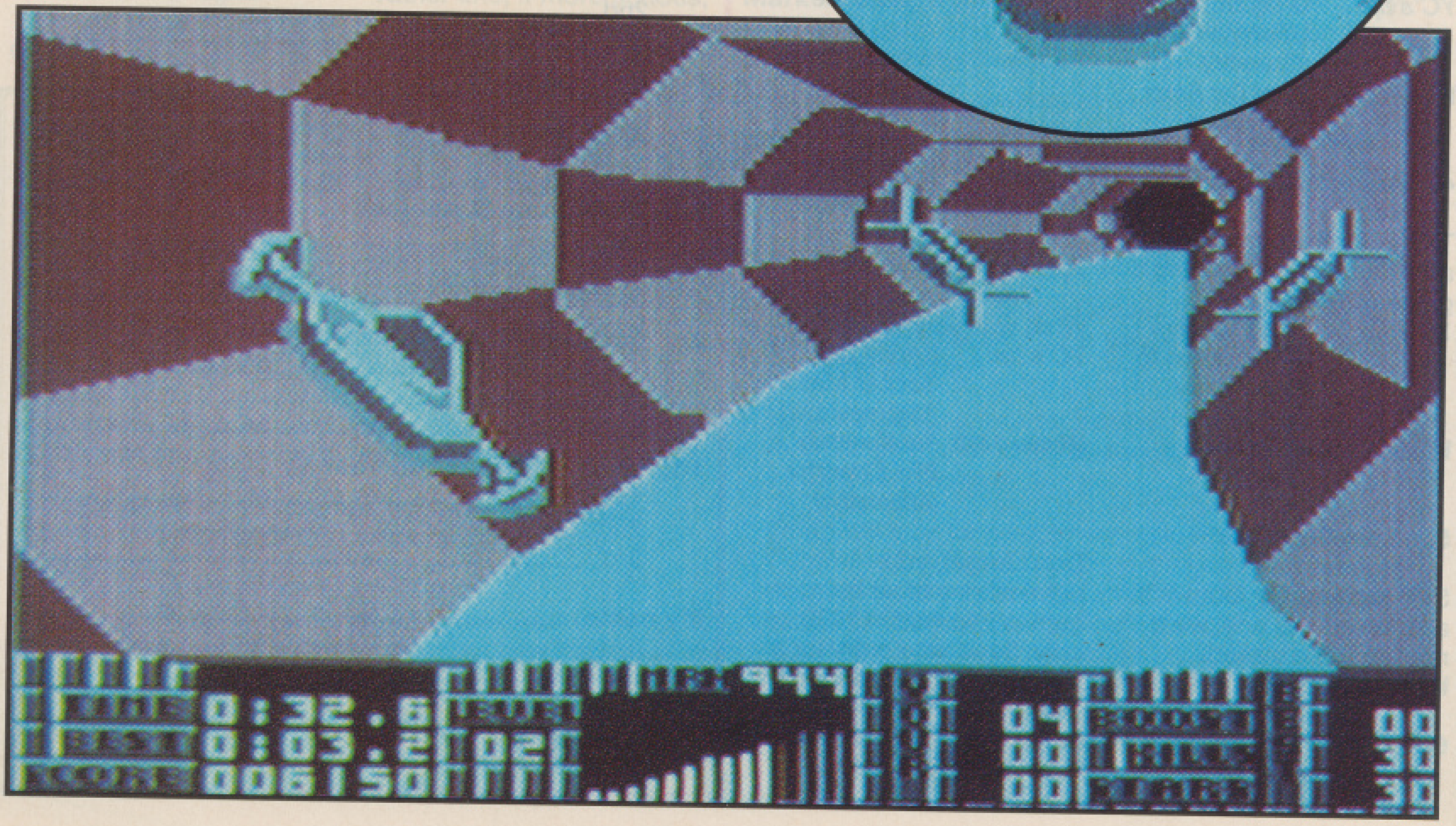
S.T.U.N.

Bah, all lies of course, but it's true there's nothing I like better than driving down the wrong side of the motorway at 120 mph with my head out of the window shouting "whoop, whoop, all aboard the last train to the afterlife." After a recent spell of hospitalisation with the glorious NHS (Hmm, severe internal injuries, fractured skull and shattered legs Mr Evans. Here, take this grubby old Asprin and think yourself lucky it wasn't serious), I hobbled into YC HQ to put the latest arcade conversion from Domark through its paces.

First up let me say that as far as Tengen games as converted by Domark go, they've mostly been right old crap. After playing the dismal Amiga version of STUN I was dreading seeing the result of five minutes chugging from the knackered disk drive we use. But lo, the game came forth, and verily, it was a mighty game, full of joyous programming and sparlking gameplay. Yes, despite the fact that I had the poison pen ready and dripping I was disappointingly impressed. Huh, its not bad then, said the vulture atop my monitor, ready to pick over the games lifeless bones. No, Samuel, I said, I'm afraid this one is alive and kicking.

Enough babble, to the game then. STUN stands for Spread Tunnel Underground Network (as if), and offers you (yes you) the chance to race through 24 levels (some different) before attempting the ultimate challenge (which I thought was trying to get some sense out of Rik, but obviously the programmers haven't met him). After listening to what passes for music (unconvincingly) you can either start on level 1, 6 or 11. Good idea really if you're the sort of joystick buffoon that can't sort out left from right and get any further than the first level. The idea is to race along tunnels and





RUNNER

rampways, collecting green stars to exchange for a shockwave (smart bomb style destruction), running over speed ups for ever more mega speed (though not faster than the speed of light, because if you did, you could finish the game before you had actually started - or so the theory goes), shooting any old blobby sprite that gets in your way, and finishing the course in the time allowed.

In the tunnels the idea is to go along the floor on the straights, and on the outside curves on bends for max performance. Go fast enough and you can even loop over the ceiling down the other side. At this point you're gonna be impressed with the decent speed of the 3-D graphics. You aint gonna be impressed with the sprites though. The green stars for example are actually green squares. Oh well, its fast enough and its playable enough so who cares. The rest of the sprites are ordinary looking solid blobs that come your way and then get blown away. There is actually some difference between the types so if you're feeling particularly observant then watch out for the train. This chugs along the bottom of the tunnels and takes a good kicking before being destroyed.

Other threats to look out for are drones, armoured drones and flyers (which drop missiles and bombs - eek). Just nail the mothers before they even think about doing something nasty.

Well, blimey, STUN Runner isn't as exciting as a night out with Kim Basinger but then it is a lot cheaper, so if you feel the need for speed, just say no to drugs and make yourself a nice cuppa while waiting for this STUNNer to load. (Sorry I tried not to use that joke all the way through, but weakened at the end!)

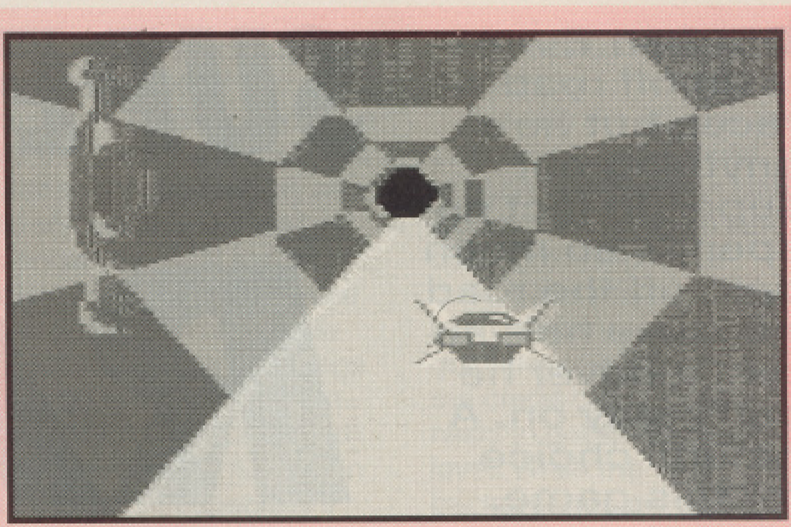
CREDIT CARD

- About as memorable as a second hand pair of ◀**SONICS** shoes from Clapham Market.
- Obviously the artist knows nothing ◀**GRAPHICS** about geometry, but the speed is all you really need.
- Mildly addictive but when it was ◀**FIX FACTOR** time to go home, I didn't stick around to play it.
- Being completely mindless and ◀**HALF LIFE** offering the ultimate challenge you'll be back every now and then for a game.

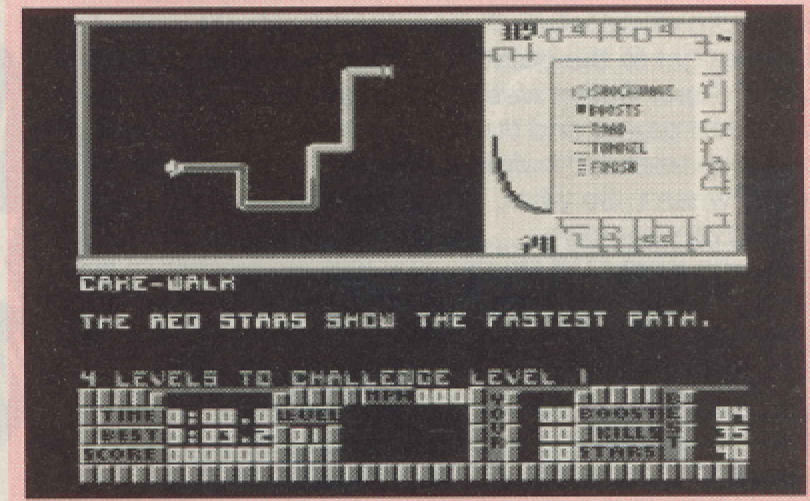
NAME: S.T.U.N. Runner.
SUPPLIER: Domark.
PRICE: £9.99 tape, £14.99 Disk.
RELEASE DATE: Out now.

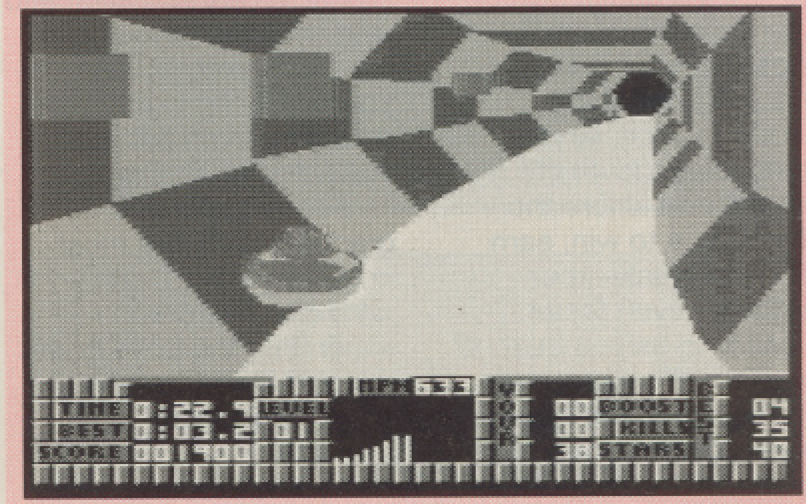
OVERALL 70%

Better than expected, and playable and challenging without being nose biting or grabbing any other part of your anatomy.

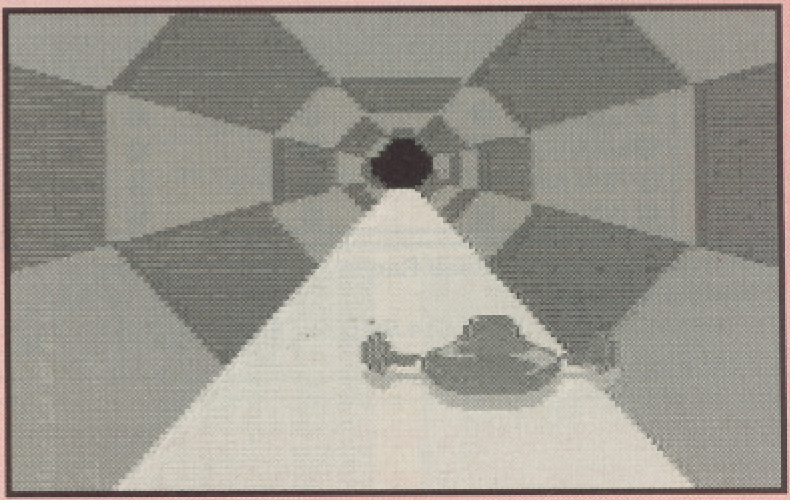


Okay, who spilt that giant pot of glue? Hello? Is anybody there? Can somebody get me down? HELP!!!





Right, so I've got to collect these big red squares! But what do I do with them when I've got them? Send them back to Moscow probably!



REVIEW

Duncan Evans is an off road racer, but he's anything but super. In fact he spends so much time off the road because he's so bad a driver he can't stay on. A natural choice for this game.

SUPER OFF ROAD RACER

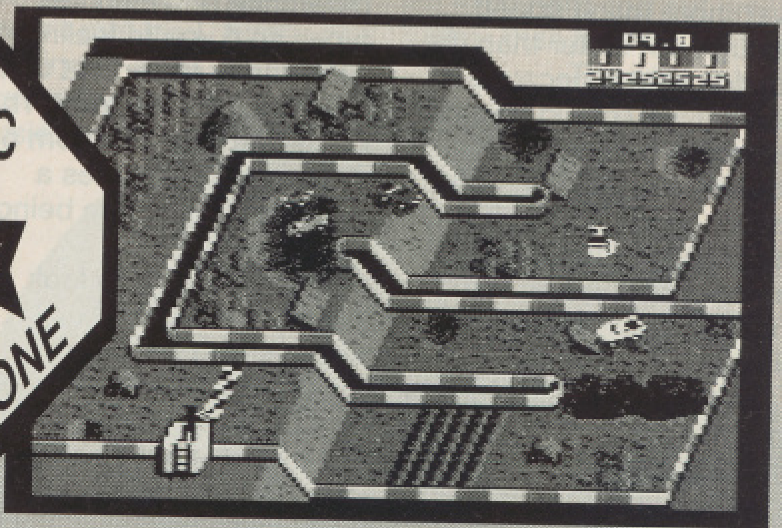
Many. many moons ago.... (we'll just cut this bit out shall we, and pick up where he starts to get to the point) ....and Super Sprint was a jolly good game, and the follow up released before Xmas, wasn't. So what, here's Ivan Ironman Stewart's Super Off Road Racer, which is Super Sprint but on four mud bath, dirt bowl, hill festooned tracks. You race round, up to three of you, you use up nitros, which are like a gigantic guff, where clouds of smoke appear at your rear end and you go hurtling through space, landing somewhere down the course, and where the objective is to win, earn cash, and make your buggy go even faster.

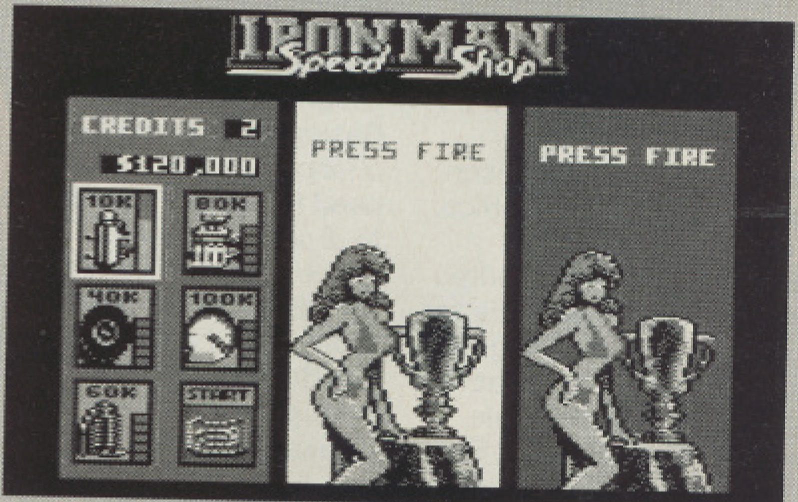
As long as you beat off the other computer cars you can keep racing, and there's even a continue option for those pooftas that get eliminated early.

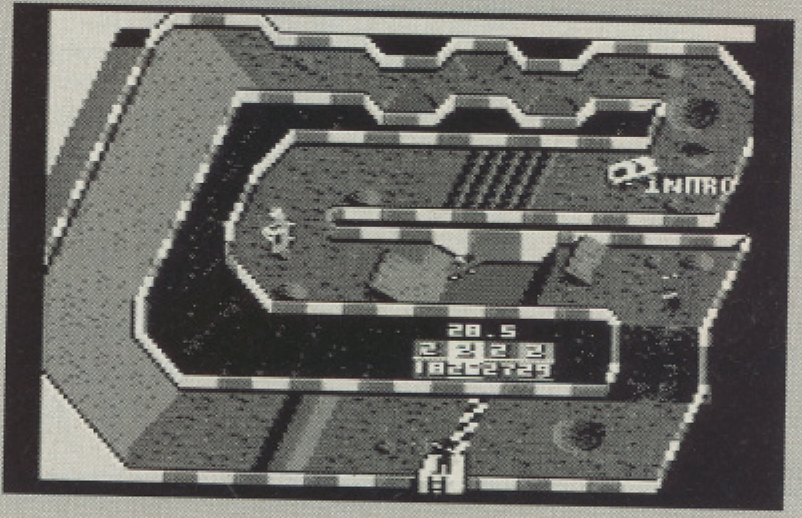
Nice chunky and bright colours, chaotic controls, slightly iffy programming, and a whole barrel full of fun is guaranteed when you're playing against a couple of mates (if you have any that is). The races, over the hazards and obstacles are just wild, and with the chuff potential of the nitros you can find yourself flying in any direction, even getting stuck on the scenery.

For all the chaos, gradually skill, but most importantly the best joystick, wins out, seperating the boys from the girls, and the decent joysticks from the cheapsters.

YC FUN ONE







Just when you thought it was safe to get into your four-wheeled monster, a nasty old YC reviewer comes steaming up from the back and squashes you like an orange!

CREDIT CARD

SONICS Er, the music is forgetable, and you don't really have time to notice the FX as you pump your

GRAPHICS Well chunky, bright and attractive, rather like myself.

FIX FACTOR A definite, my turn with the best joystick now you basket, sort of game.

HALF LIFE Rain, snow, tornado, hurricane, cataclysmic fracture in the earths crust, you'd ignore the lot just to keep playing.

NAME: Super Off Road Racer.
SUPPLIER: Virgin.
PRICE: £10.99 tape, £14.99 Disk.
RELEASE DATE: On the shelves now.

OVERALL 87%

Wild, stormy, gusty, and other meteorogical comparisons, it's a winner in the YC office.

NARC

Dur, winners don't use drugs. So says the packaging of NARC. The same packaging that shows your typical winner wearing a rubber ski mask and shades, and carrying enough hardware to eliminate a small country. Duncan Evans, well known caffeine addict, struggles to get into the role.

Gawd don'tch just love these mindless moralising attempts ? Winners don't use drugs indeed. Baldocks. Half the athletics world is too stoned to know what their names are, never mind what event they are in. Take good old Dexter Manley, hopeless coke addict and some time American Football player. A lifetime ban ended recently after a huge one year. And what about Ben Johnson ? And even what about drugs like caffeine, nicotine, alcohol, and medical necessities such as paracetamol, asprin, and for those heart patients, atrophin ? Let's face it, a carte blanche, "winners don't use drugs" message is completely pointless and even dangerous. What about, hard addictive consciousness altering drugs shoot the s**t out of your system ? C'mon guys, get into the real world huh?

Anyway, in this latest just say no to coffee cup of pixeloid action you are out to waste the Mr Big Corporation. This entails blowing away all Mr Bigs' henchmen, over 12 levels before you finally get to give Mr Big himself his just deserts (custard and bullets).

The action starts off in a junkyard (it says here - it looks nothing like a junkyard to me though) with swarms of villains surging towards you, all in need of cerebral ventilation (their heads blowing off to you). You can always arrest them for bonus points, though this is hideously dangerous. The idea is you stand next to them for a few seconds and they get nicked. Huh, all the bleeders are firing away like its the start of the USA-Iraq war so getting anyway near to someone is like well dangerous. Best just to blast holes in them, or use the odd missile and blow them into burgers and legs that go flying everywhere. Actually you need to save your missiles for further on in the game, especially if you manage to catch up with Mr Big.

Along the way, the levels take you through a subway station, Krak Street, a drugs lab, Sunset Strip, the actual HQ of Mr Big, encountering such characters as Skyhigh, Joe Rockhead (the druggie obviously), Spike Rush, and Kinky Pinky.

Usually the idea on each sideways scrolling level, is to blast everybody in sight (sod this arrest them lark), collect re-supplies of bullets and missiles, nab cash for bonus points, and gut someone who drops the credit card pass you need to get to the next level. While the backgrounds are quite good in places (and look like Lego in others), the sprites are a bit of a disaster. You, rubber mask and all, look okay, but the villains look like incredible blobbo monsters. Obviously the result of too much caffeine.

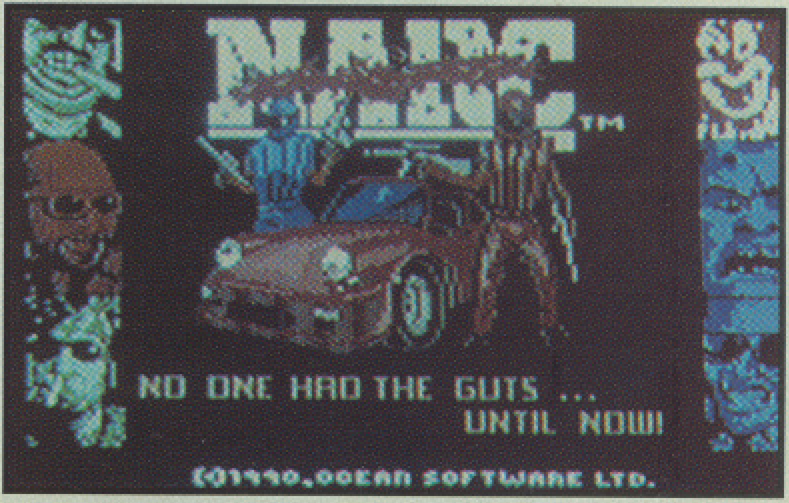
CREDIT CARD

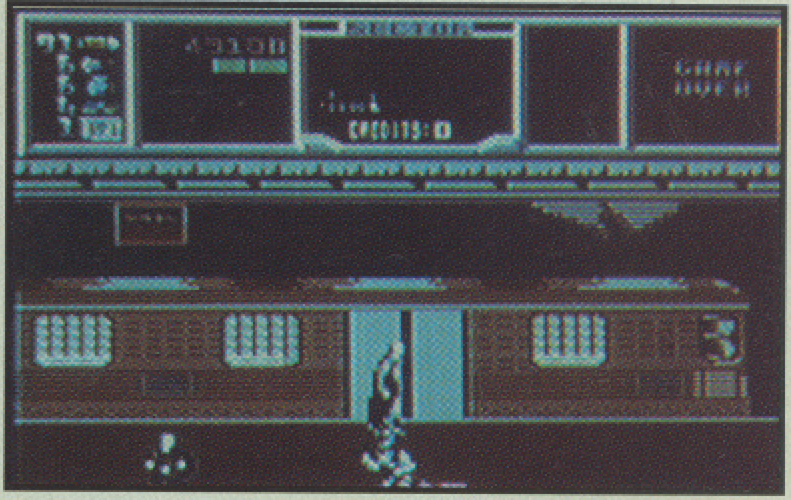
A rather ◀SONICS nifty, if simple tune, oozes along, and the FX are well up to the mark.	Something of a mixed bag. Half ◀GRAPHICS the backgrounds and sprites are tasty but rest are ploppy.	It's tricky enough to get you ◀FIX FACTOR back for another play, without being obsessive.	You can't complain ◀HALF LIFE about the amount of levels, or the variety, mixed in with satisfying violence.

NAME: NARC.
SUPPLIER: Ocean.
PRICE: £9.99 tape, £14.99 disk.
RELEASE DATE: Out now.

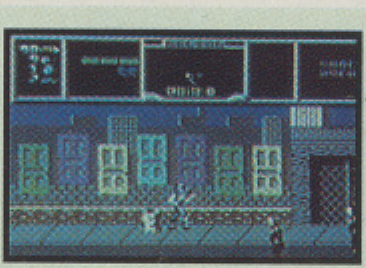
OVERALL 78%

Plenty of entertaining frenzied blasting action, but the graphics are a mixed bag and the game doesn't grip you like a mad dog.





Don'cha hate it when a dog bites your bottom and just won't let go no matter how many times you shoot it through the brain!!!






YC
POSTER
STAR CONTROL


STAR CONTROL
ACCOLADE

ESWAT

Eee swat that fly sounds something like someone from oop north would say, if they allowed themselves to be gratuitously stereotyped for the benefit of an introduction of a game that has bugger all to do with flies. Duncan Evans comes from oop north though, but we've never heard him say eee swat that fly. He'd probably just eat it.

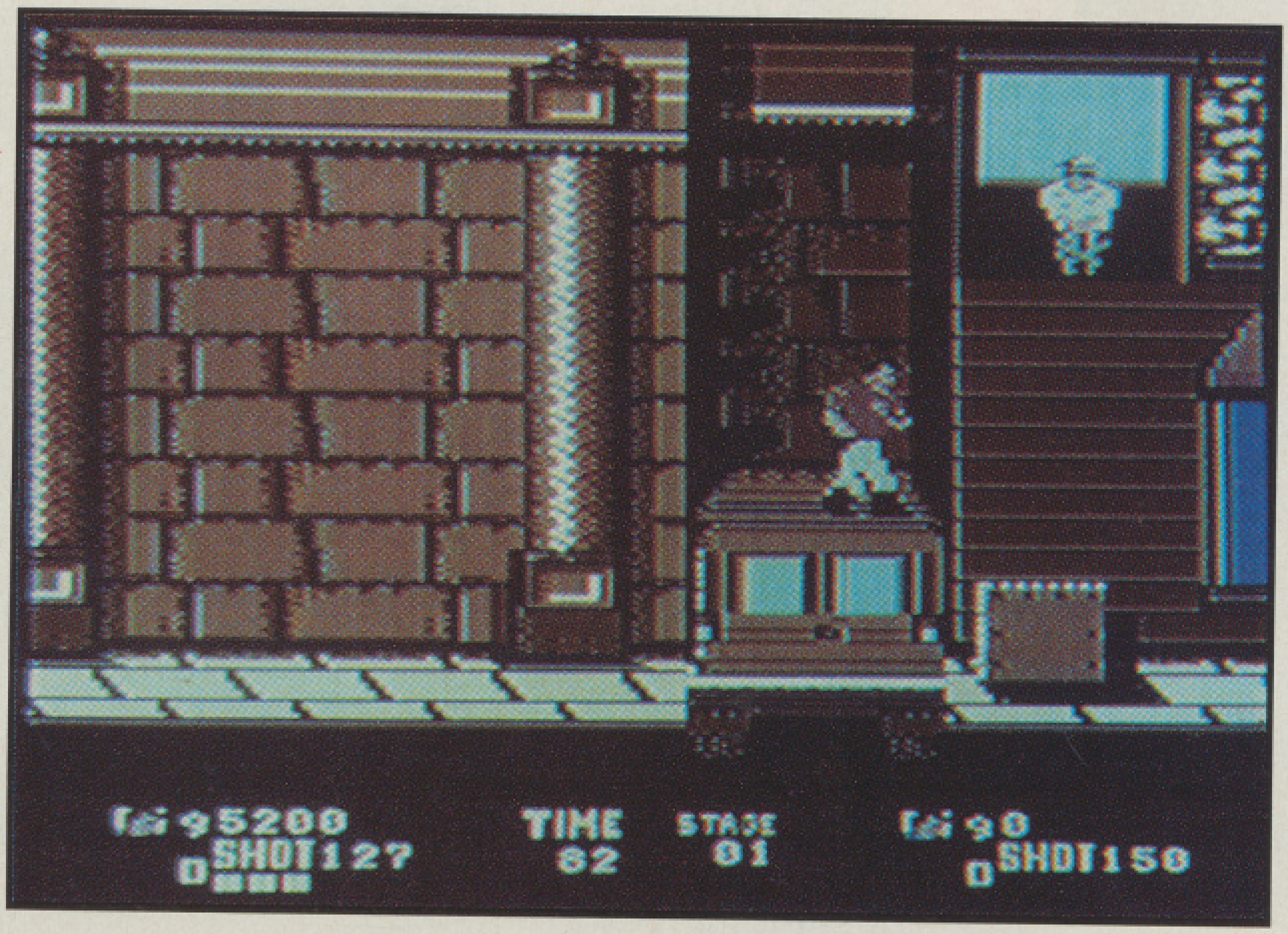
Harrumph ! Well, I may hail from the wastleands of the north, but I never even saw a fly (too cold you see) until I moved southwards to live with all those soft southerners.

Anyway, flies have nothing to do with ESWAT from US Gold, which is the Birmingham mob's rather sickly counter to the all conquering and truly majestic Robocop 2. In fact to compare ESWAT to the sparkling magnificence of Robocop 2 is like comparing the intellectual capacity of Rik Henderson to my very good self. Not only is there no contest, the judges (if there were any other than me) would declare the contest to be a mis-match and send poor old ESWAT off to school for 15 years before it could hope to be mentioned in the same breath as Robocop 2.

Actually it isn't a bad game at all (you just can't compare it to you know what). The plot, as such, is that criminals are running riot in Cyber City, and only the really tough guys in the ESWAT team have the gonads, and verily, the ass kicking firepower to book them a one way ticket to the morgue. Yup, there's none of your namby pamby criminal rehabilitation programs here, it's a case of blow the mothers away before they get away. However, there's a small problem, before you're allowed into the ESWAT team you have to complete three missions (thus arresting with terminal prejucide) to earn the promotions that will allow you to wear a suit of baking foil.

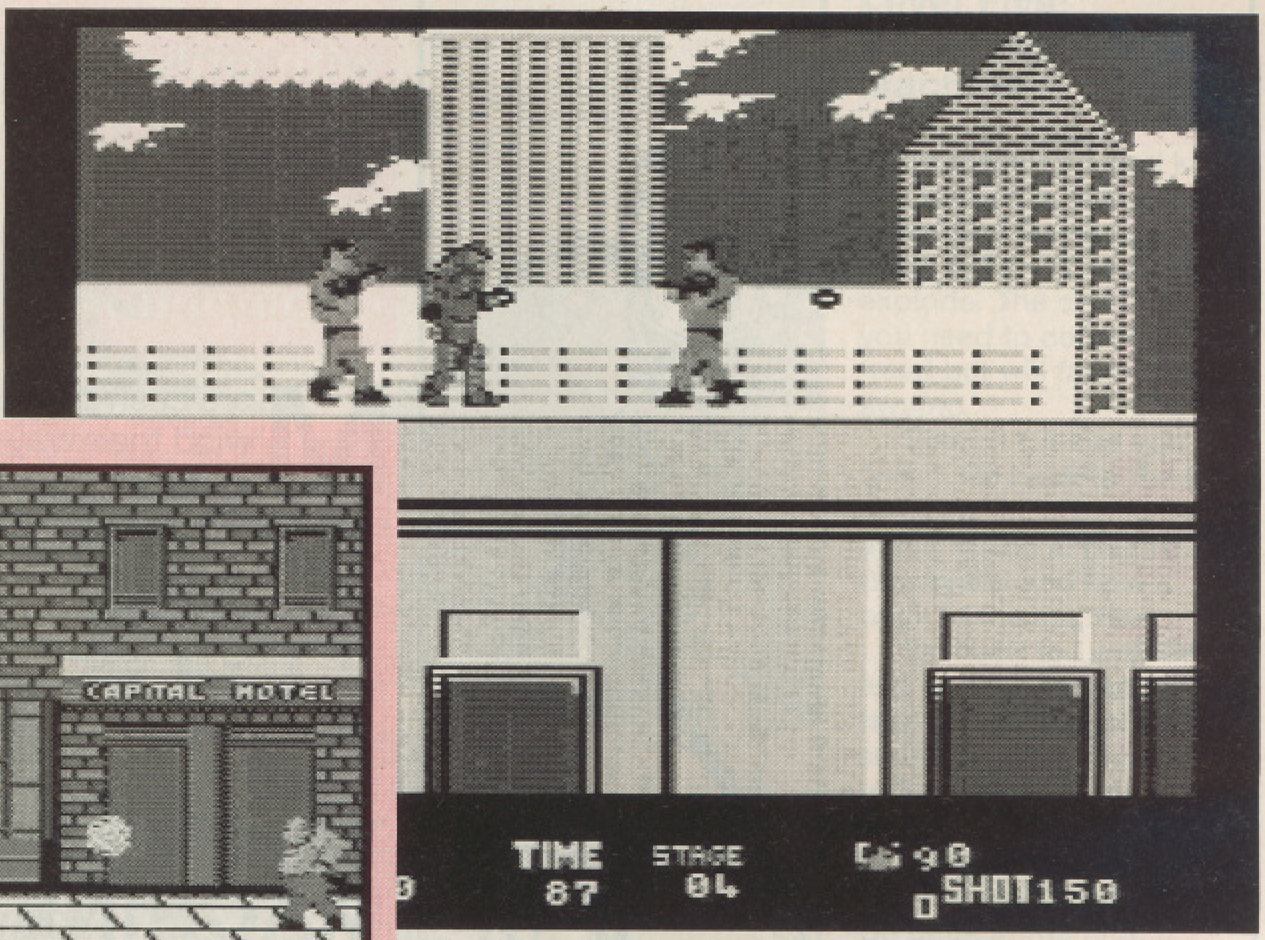
This isn't too hard, especially if there's two of you blasting away at once, though you need to keep an eye on the bullet supply situation, and then nick in front of your mate to nab the bullet token before he gets it. It's sideways scrolling action, with particularly dull graphics. I mean the scenery is minimalist on a foggy day stuff. Still, at least the criminals appear, and get blown away, with satisfying frequency, and there are ledges, buildings, and even the insides of collapsing buildings to traverse.

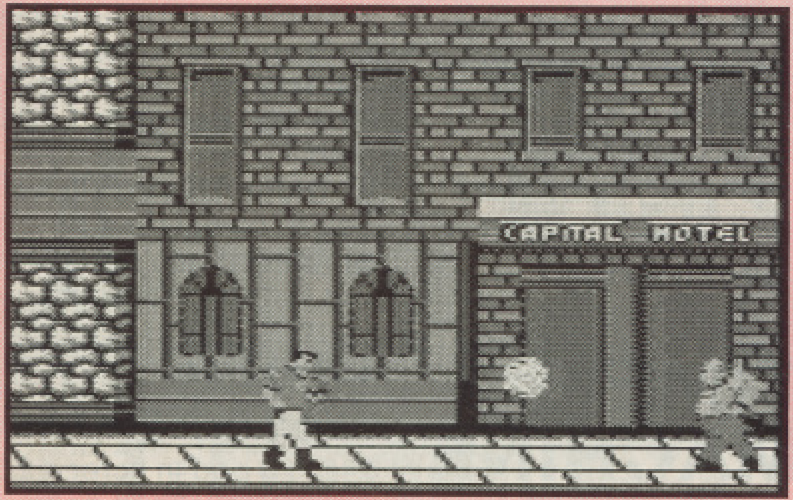
Wiping the fodder on

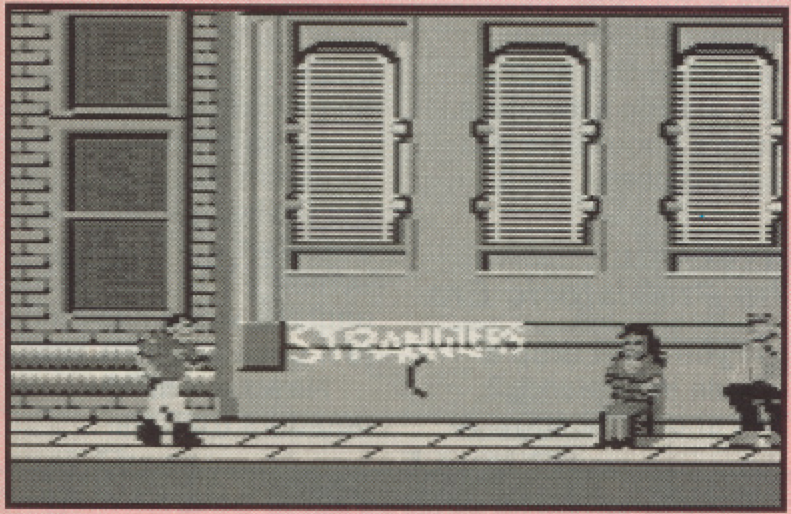


He may be 'ard but take it from me, I'm 'arder! Once I swallowed a chainsaw, while it was still going, and I even stapled my underpants to my bottom. "Albert get out of that sandpit now and come in for dinner!!!" "Yes mum! I'm coming."

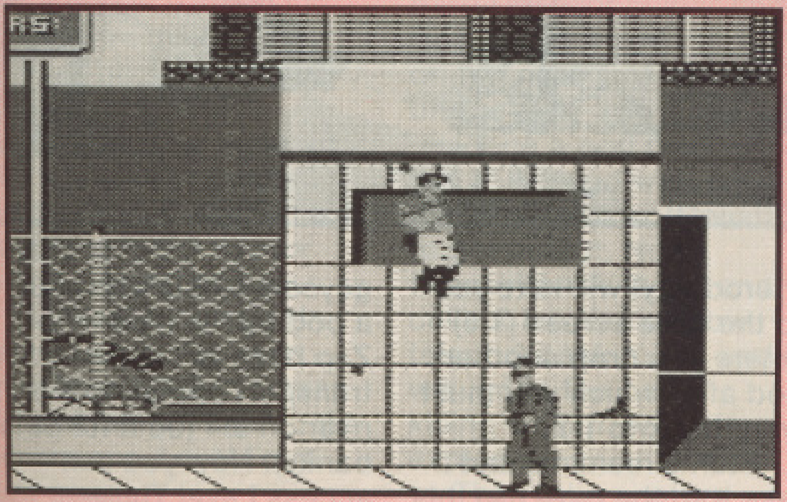
the first three levels is like dead easy, with only the anchor wielding bad dude on the final (pre-ESWAT) level posing any sort of danger. Once you've felt the collar of all these villains, you make it into the big league, where you are notified of particular victims to go hunting for.







⊙I wonder what's at the end of this little stretch of road? It's a big bad bugger, and he's even stooped as low as hiding behind an innocent maiden. What a cad! What a bounder! What a stupid buffoon! If I can't shoot 'round her I'll have to shoot through her. He obviously doesn't know how 'ard we are in the force. We're so 'ard that we would even... blah, blah... etc.



It gets tougher now though, 'cos some of the bad guys are wearing baking foil as well, but you can fire three bullets at once. This does mean you tend to run out of ammo very quickly, so top ups are always required, otherwise you are reduced to clumsy martial arts manouvres to (literally) kick ass.

All this is just a prelude to the major league violence that comes further on though. When you get kitted out with heavy duty weaponry, it's splatter frenzy time, with more bodies than a night out with George Romero. The annoying thing is that while you are kitted out in your ESWAT bacon foil you're still susceptible to being shot. Huh ! What about protective armour guys, this suit has zero defence capability (rather like Sheffield Utd).

Never mind, it's all good fun, especially on two player mode, and even if it doesn't measure up to a particular Ocean game, so what, ESWAT is still a laff and a half in its own right.

CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Plenty of shooty noises, and rumblings and things, but all pretty ordinary really.	The sprites are nice and brutish looking, but the backgrounds are bloody awful. I wouldn't like the artist to paint my house.	Plenty of levels, plenty of violence, plenty of gob smacking entertainment. And no Meryl Streep.	I suppose you'd get bored eventually, but there's enough challenge to keep you going for a while.

NAME: ESWAT.
SUPPLIER: US Gold.
PRICE: £9.99 tape, £14.99 Disk.
RELEASE DATE: Go get it now.

OVERALL 80%

Like our beloved editor, ESWAT doesn't look pretty but it plays a mean game. Plenty of unadulterated blasting fun for Robocop fans.

OOZIN' EUGENE'S SCUM OF THE EARTH



Oozin' Eugene supplies us with only one complete solution this month, but c'mon it was hard enough getting him out of bed. At least we've got mega-tonnes of other original tips to keep us going.

More cash prizes wind their way to those despicable enough to not only cheat, but to send them to us expecting to be paid for it. Now that's what I call enterprise.

TIME MACHINE

Here's my effort this month, the complete solution to this ever so stiffy arcade adventure. And it's about time too (that's pathetic - Ed).

Level One: *The Prehistoric Era*

First you must drop a capsule in screen 1.2. Then shoot the eggs. A Pterodactyl will take you to the cave screen (1.5) where you drop another pod after which you must warp back to 1.2.

Stun a mammal and take it to the cave (do this a couple of times) using the pods. Now go back to the screen you started in (1.3) and block the geysers with the rocks. Now you can go to Level Two.

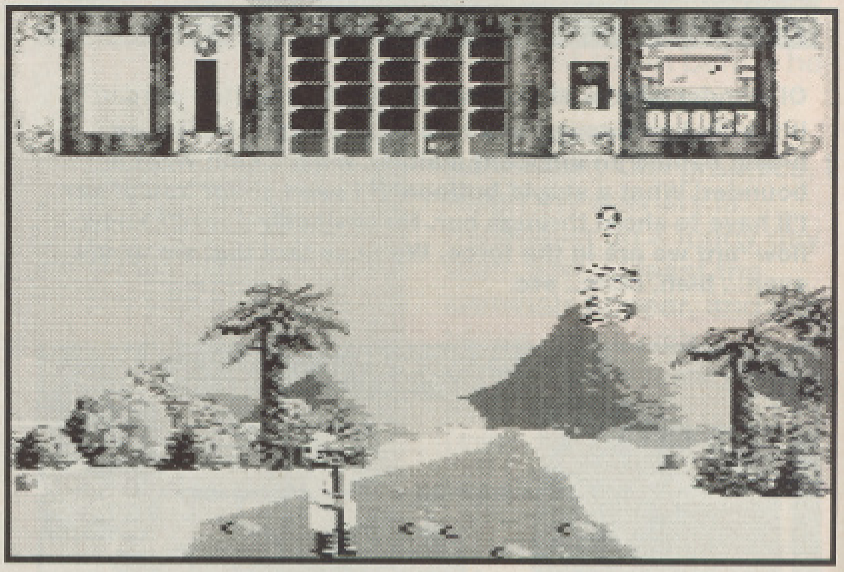
(Note: This bit allows you to complete the playable demo free on our October cassette).

Level Two: *The Ice Age*

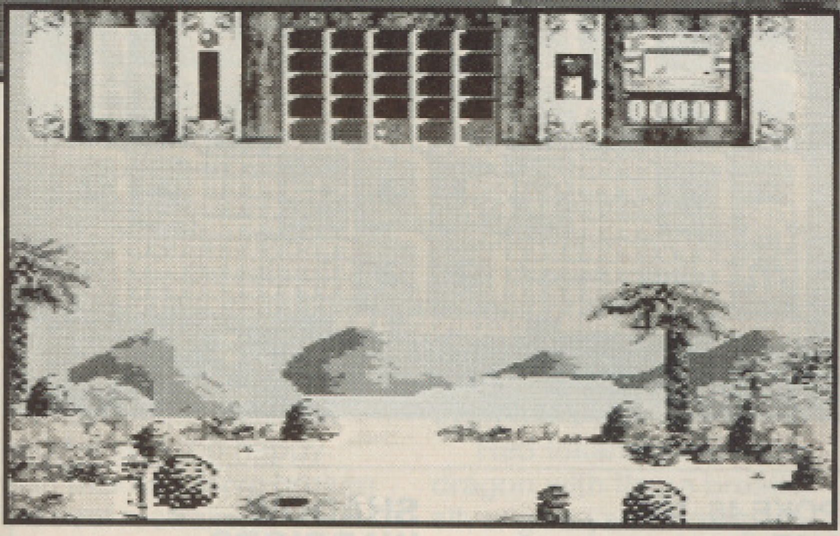
Place a pod in screen 2.5 (by the cave) and go to the wood in 2.2. When it is in the top window, beam to 2.5 and you'll find it has come with you.

Go to 2.1 and transport yourself back to the Prehistoric Age. Now transport the fire from screen 1.1 to 2.5. Do this until the wood has ignited (if it goes out do it again).

Now take off the boulders from the geysers in 2.3, and plant a pod by the river in 2.4. Zap back to 1.2 and transport apples to the river on 2.4 (do it for both banks). Now you can access Level Three.







Level Three: *The Stone Age*

Firstly you'll need to build a bridge across the river in 3.4 (mainly for the next level). You'll need to go all the way back to the first time zone and get the Pterodactyl to take you to 1.4. When you are in the area where the tree is likely to be, transport to the corresponding position in zone three and you'll fall out of the air onto a branch, therefore snapping it. DO this for both sides of the river.

Now take the round wheel across the river from screen 3.2 to screen 3.5 and leave it next to the square one. Level Four now awaits.

Level Four: *The Middle Ages*

Go to screen 4.5 by standing in the middle of screen 3.5 and transporting directly, otherwise you'll be spanked by the whizzing cannonball. Take the barrel of gunpowder and take it to 4.4 and drop it on the right side of the bridge.

Place a pod next to the barrel and wait for the large geezer (Goliath) to get near it. Now teleport back to 1.1 and collect the flame. Now teleport back to 4.4 and it will ignite the barrel, killing Goliath when it explodes.

Then take another barrel from 4.5 and drop it in 4.1 near the moving rock. Place a pod here and then follow the same instructions as before in order to ignite the powder. Now you can enter the last level.

Level Five: *Repairing The Time Machine*

Go to screen 5.5 and kill a few terrorists. Wait for a bomb and transport it back to 1.1 where it will explode. The crystal that you need to collect will be freed but will fall into the swamp.

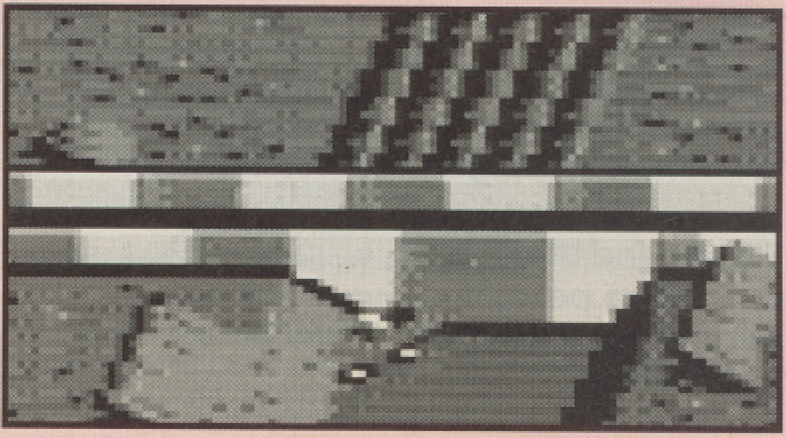
Search 1.2 and you'll find it. Go back to the time machine (in 5.3) and place a pod inside it. Return to the crystal and take it back to the machine.

Go back to Level One and use the Pterodactyl to take you to the centre of screen 1.1. Now teleport to 5.1 and you'll land on the roof of the Vid Oil building. Use your beam to turn the switch on and off. Go back to the time machine and place the crystal in the machine. Follow the same instructions to turn the switch on again and go back to the time machine. Now get in the machine and perform a pick up, you've completed the game.

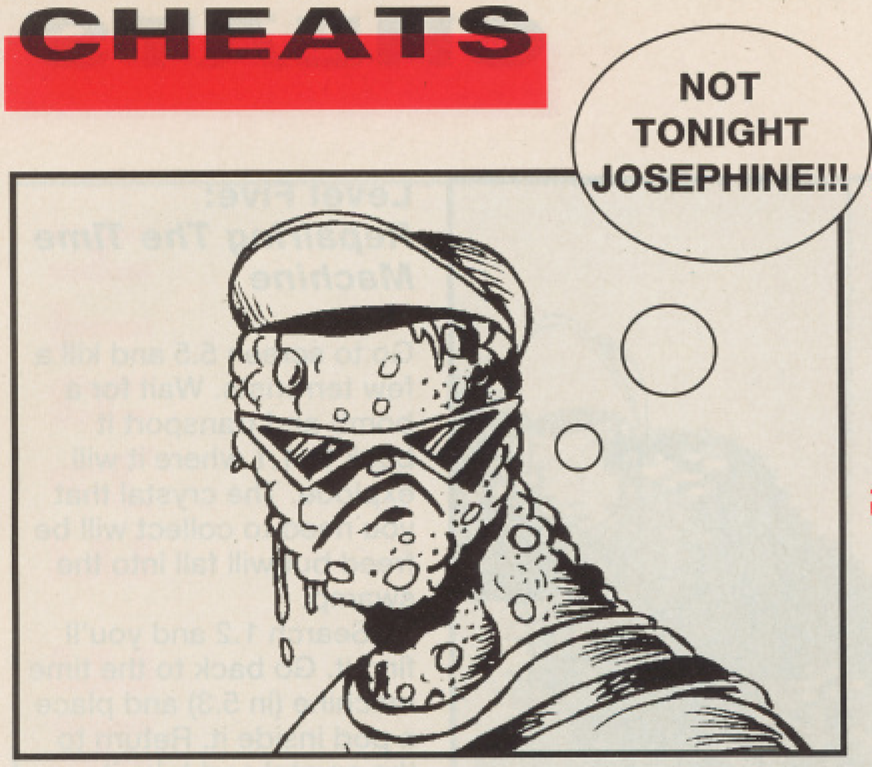
IVAN 'IRON MAN' STEWART'S OFF ROAD RACER

Here's a few tips for this spiffy top-down racing game from Paul Milburn. A crisp fiver is on its way!!!

1. At the first corner (on all tracks), swing wide and cut in sharply next to the barrier, the nitro off. That should give you a big lead.
2. Try not to use any Nitros on the first course. This allows you to concentrate in spending your money on wheels, top speed, etc.
3. When you have lost 2 credits, change cars and you can continue onto the next track with fresh credits.



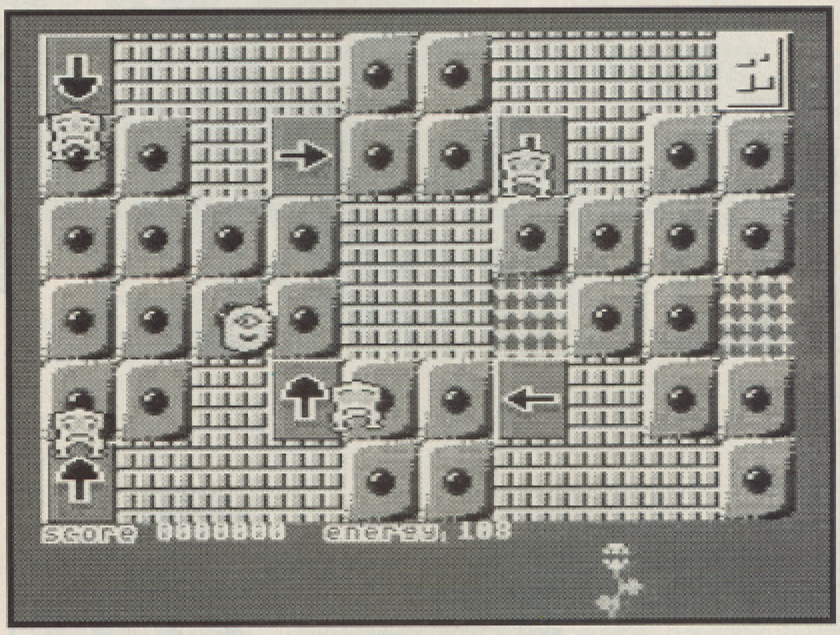
CHEATS



LIMBO II

Guess who? Yep, Paul Milburn is back with a cheat for our excellent cover game from the December tape.

1. Press RESTORE several times.
2. Complete levels 1 and 2, and on level 3 do the square that you're on then go to the right. Now go down onto a flashing square. You should now have infinite lives.



MIDNIGHT RESISTANCE

Paul Milburn again, with another fiver's worth of tips for this Ocean hot smash.

1. One the title screen type SIAMESE to have infinite lives.
2. Always try to buy a three-way weapon. Although it's not very powerful, it gets awkwardly placed enemies.
3. Buy bullets at the shop when you have only 300 left. Use them sparingly.
4. Buy homing missiles, they are brilliant. They are essential for the end-of-level baddies, especially the jet.

POKES

This collection of bijoux pokettes have been supplied by both Elvedin Corhodzic and A. Jacobs, who both get a tenner for their efforts. If there is no SYS number listed then you can be guaranteed that it is a cartridge poke, if there is you'll need a reset switch.

PLAGUE
For infinite lives and bombs
POKE 25033, 173
POKE 16722, 173
SYS 16387

MUNCHER
For infinite lives
POKE 38218, 0
SYS 36892
To start any level
POKE 36973, (Starting Level, nos. 1-16)
SYS 36892
To disable sprite collisions
POKE 38102, 0
SYS 36892

KENTILLA
To be able to see the data and text
POKE 2050, 2
1234
POKE 45, 50
POKE 46, 130
LIST

RICK DANGEROUS 2
Infinite lives
POKE 1409, 0
Infinite time bombs
POKE 10073, 0
Infinite lazer bolts

RUFF AND REDDY
Infinite lives
POKE 13309, 165
Infinite time
POKE 7256, 0

HONG KONG PHOOEY
Removes nasties
POKE 19428, 0

MIDNIGHT RESISTANCE
Infinite lives
POKE 10237

SHADOW WARRIORS
Infinite time
POKE 31185, 173
Infinite energy
POKE 35104, 173

BLACK TIGER
Immunity
POKE 48765, 173

KLAX
Infinite drops
POKE 8141, 165

So that's it this month, not as much as usual but some tasty nuggets none-the-less. And I promise that we'll have a few maps next time. See ya later, you spank brigade.

DRAGON BREED

Duncan Evans doesn't breed dragons in his back garden, but he knows a man who does. Well, no, that's a complete lie actually, but he does know a man in Switzerland. Does that count? No, I thought not.

There was a well spiffy game out a couple of months ago called St Dragon, from the Sales Curve. Dragon Breed is like that, but not as good. If you didn't see St Dragon, then read on, otherwise you can look at the screenshots now.

You play the role of Kayus, a lanky young lad who has become King of the Agamen Empire. Alas the rest of the chaps at court aren't too happy with this and have broken the seal restraining Zambaquous, the King of Darkness (who, while being utterly evil, does send his mother flowers every month). This Z person wants to bring plague, pestilence, everlasting darkness, etc, etc to the world, so its down to young Kayus, sat atride his loyal dragon to sort the blighter out. Although its not all fiery breath antics for our airborne chum, when the going gets narrow, the small go walking.

Its the usual business of sideways scrolling shooty action, with swarms of your typical twiddly little aliens, and then larger ones obviously made up of four sprites. Obviously because when they appear and move onto the same line as your character, they flicker like buggery. So does your dragon, except he does it all the time. I think he's probably trying to become invisible, or something. With a flexible and manouvrable tail thankfully your dragon can be used to fend of shots, and when you collect some power up tokens, it becomes even more useful.

Red tokens endow the dragon with flame breath, silver give you homing dragons (tiny suicidal exploding baby dragons - er . . . supposedly), blue gives you a share in the Electricity board, well, lightning bolts anyway, while gold tokens gives you scales. Which also happens if you don't get enough vitamin C.

By using a combination of these power ups, and the fact that your dragon is double jointed, you can curl the tail completely around, shutting yourself in, but of course no man is an island (well he'd be a very small island if he was), so you need to show your face every now and again. To kill things.

There's a word for all of this, and that word is routine. The two colour background scrolls ever so slowly, while the sprites flicker and die under your onslaught. It's all pretty easy until you hit the end of level aliens. Which are big and nasty. The first one is a bit too nasty methinks, but try it out for yourself, since this is a reasonable game, if you like scrolly shooters.

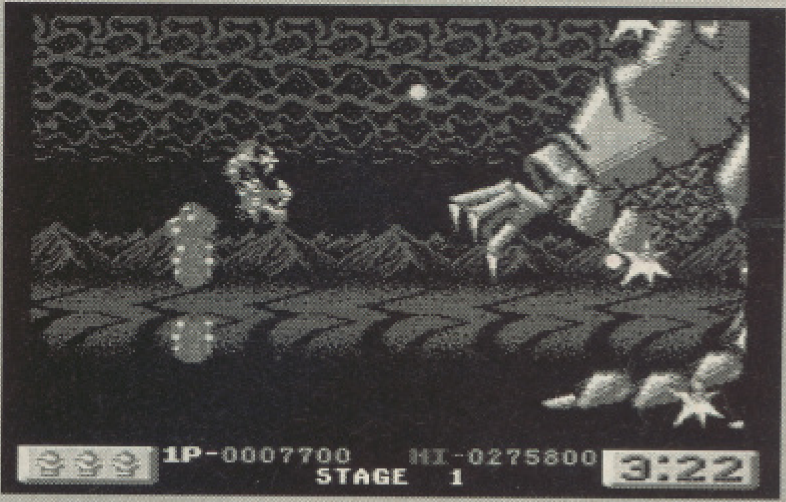
CREDIT CARD

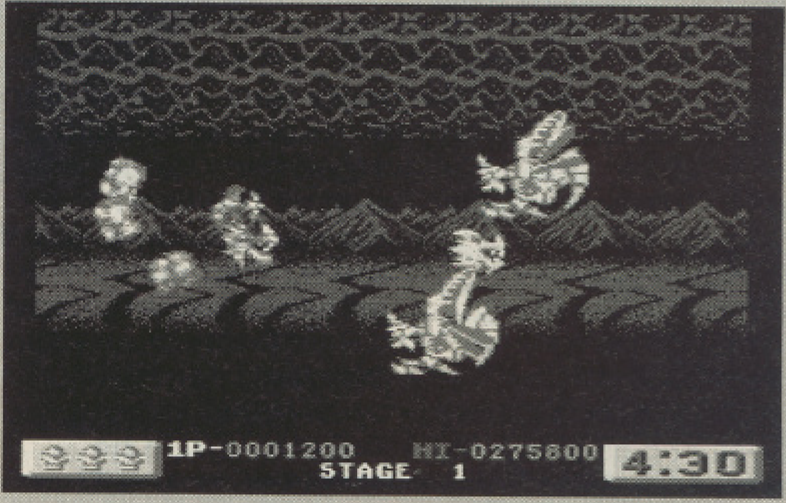
SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
A totally unoriginal tune spanks you from the off, and it's copyright problem city from then on.	Good in places, but all this flickery stuff gives you eye strain.	Easy enough to get into, the first wopper alien will irritate you enough to play some more.	Largely routine scrolling, shooty action. As addictive as stick insect racing.

NAME: Dragon Breed.
SUPPLIER: Activision.
PRICE: £9.99 tape, £14.99 Disk.
RELEASE DATE: Oot noo.

OVERALL 73%

Er, words fail me. It's like St Dragon, with a dragon and stuff, but not as good.





Don't you gob those little phlegm dragons at me you saucey wee bugger! I'm gonna show you a thing or two about maiming young man - just wait 'til your father gets home!

MISADVENTURE



A long time ago, in a galaxy far, far away, a pod was sent from a dying planet in the hope that the race could be saved. In this pod was a male child who was found and raised by a maggot farmer and his wife. **Super Rigby** now hails as master of the adventures.



LETTERS

Dear Paul,
First let me get the crawling out the way and say that your adventure column is the best thing that's happened to me since I last stuck my head in the oven (errmm - Paul). In fact I would go as far as to say that its brilliant, amazing, wonderful, (remarkable, Mary? - Paul) remarkable (ah good - Paul) in fact the best adventure column I've ever seen!!!

What I'd like to know, though, as a "mature" adventurer, who's started adventuring quite late on, is what adventures do you recommend? How about a Top Five adventure list? I can't get my teeth around these new fangled RPG things so a concise adventure guide would be much appreciated.

Mary Hadley, Newquay, Cornwall

***Paul:* Nice place, Newquay, never did do any surfing though, ah well. A Top Five? Hmmm. A toughy. But if you pushed me - I'd probably fall over - and then declare that, on the grounds of availability, I would recommend, in no particular order: Time Thief (see Vintage Vault elsewhere), The Case of the Mixed-Up Shymer, A Dark Sky Over Paradise, Time and Magic. If you are not familiar with any of these titles, then never fear, I'll be covering them all in forthcoming issues. Yes, there are other titles out there but, unless you're lucky, the majority of computer shops tend to ignore adventures (Time and Magic being the only commercial one of the five you'd see with any regularity in computer shops, the others are mail-order only). Just in case, though, I'll also be covering the quickly disappearing commercial stuff - just in case your local shop stocks it.**

Dear Paul,
Yo! Slick, cool dude that you are, gimme five! (Oh, hello there young man - Paul) Me and my brother have read every issue of YC that you've been in (yes, I'm still trying to remove the staples from my jacket - Paul) so we think we should both get a prize for being so loyal (what? - Paul). Anyway, as YC has a regular adventure column now how about a few hints'n tips'n things? Although I'm a mean man with the plastic keys I still get stuck - my brother's hopeless, so you're my last chance!! Help!!

David Pearce, Stockport, Cheshire

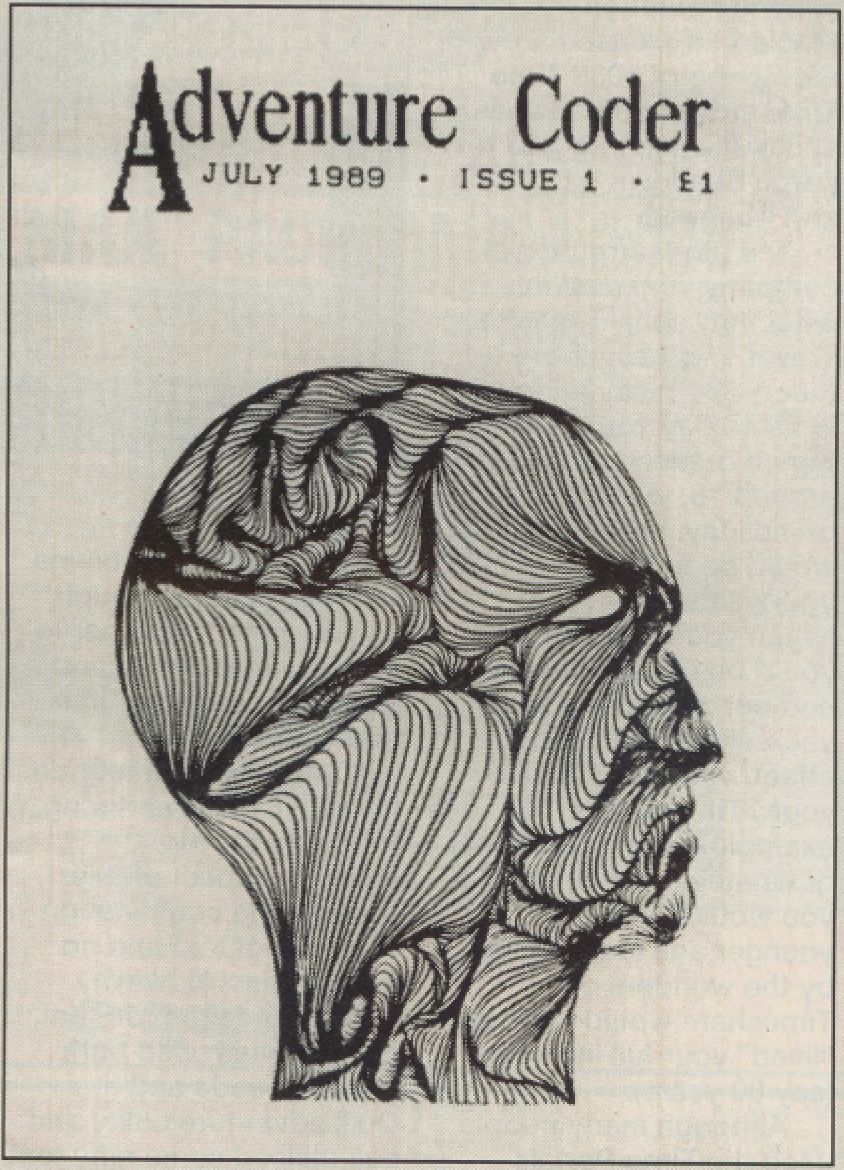
***Paul:* Er, quite. By all means. I would love to help you and your brother out in your hour of need but what on earth are you stuck on? You can tell me David. So go on, write in again. Let me know the title and precisely what the problem is and I'll do my best.**

ADVENTURE FANZINE ROUND-UP PT.5



All of the adventure mags covered so far have, in one way or another, offered hints, tips, reviews and general entertainment for adventure players. The one obvious missing piece in the wealth of information already provided for the benefit of the adventurer is - how to produce the things in the first place. This is where Chris Hester's Adventure Coder steps in. Produced in A5 format and published by the ever-busy Mandy Rodrigues (the Adventure Probe editor) Coder is a constant source of help and advice for the adventure author, those wishing to become adventure authors or for players who are intrigued by the inner workings of adventures.

So let's see what this Chris Hester chappie is all about, eh? Raiding his peaceful home one Sunday morning - myself, the YC sound engineer, YC photographer and YC teamaker found Chris still in bed. Being an accommodating lot we all clambered in with him - complete with a refreshing cup of tea and a croissant each. Propping up a pillow and removing a camera tripod from under Chris's nose I asked him how Coder started,



"The basis for Adventure Coder was another magazine called Adventure Contact which covered adventure utilities and was edited by Pat Winstanley, initially, and then Colin Page who did a few issues and then gave up. I used to contribute to Contact regularly and was, therefore, sad to see Contact go when it did. I think it was Mandy (Rodrigues) who suggested that I do something else along similar lines. Between us we came up with the basis for a new magazine.

"As Mandy was doing Probe I was able to get advice off her on exactly how it should look - how many pages, size, and so on. Obviously after you've done a couple of issues you can work out what's going to be best for the magazine - content, size of photographs, etc."

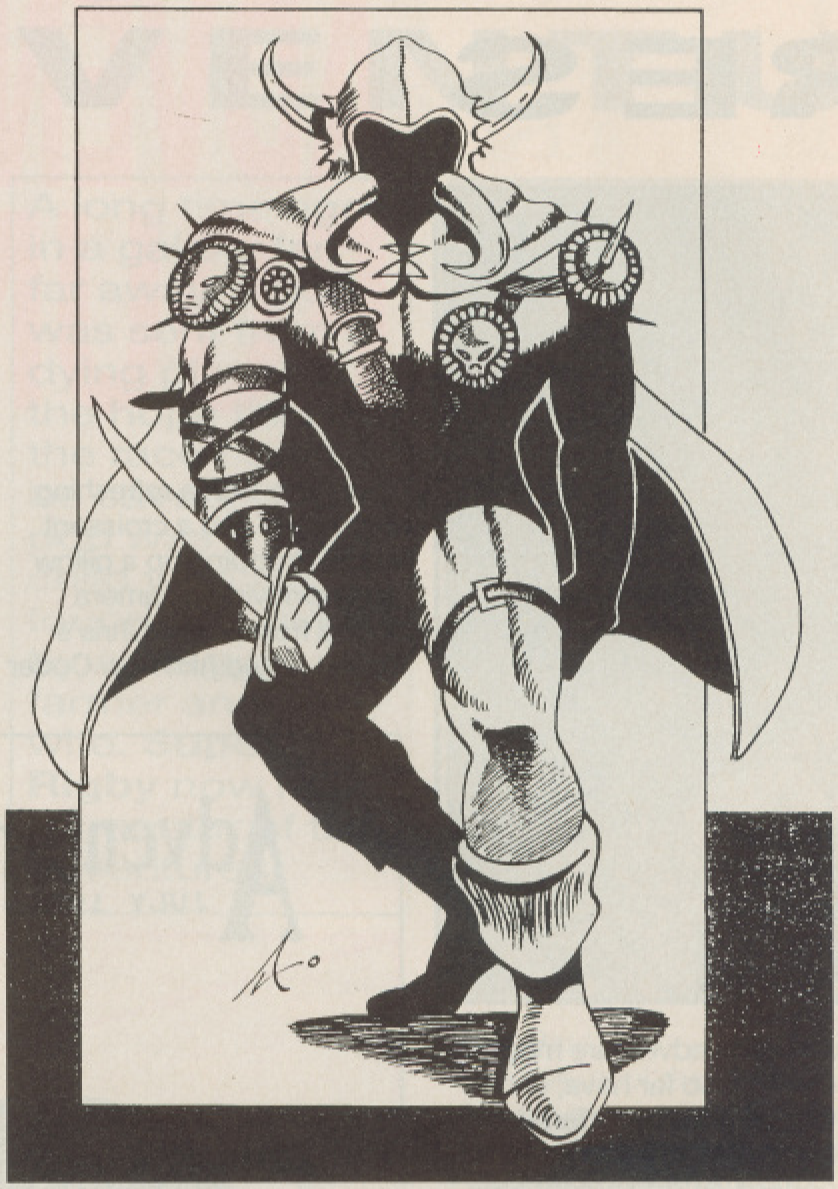
A typical issue spans around 40-45 pages and includes information adventure utilities on all computers - from C64s to PCs, Spectrums to Amigas. As well as utilities Coder includes help using languages such as Basic and Assembler and more general articles such as atmosphere in adventures and the origination of ideas for plots, puzzles and the like.

To date Adventure Coder has produced 13 issues. A fair percentage of them being C64 specific. Utilities such as the GAC and GAC+ have been covered as well as the more esoteric aspects of assembler. Other C64 specific articles have included a very interesting piece on the infamous 1541 disk drive, including one or two little gems regarding little known disk commands.

Judging by the above you may get the impression that Coder is a dry piece of techno-crap. Wrong! Chris Hester manages to inject a humourous, not to say musical, style in amongst the articles that are suitable for the beginner and experienced alike.

All in all, Adventure Coder is a little cracker and, at the measly price of £1.25, should be standard reading. Send your dosh to **Christopher Hester, 3 West Lane, Baildon, Near Shipley, West Yorkshire, BD17 5HD.**

VINTAGE VENTURE VAULT



The Vintage Venture Vault will be an occasional feature that will either drown you all in gallons of nostalgia or will inform you as to all of those adventures that "got away". Most of the titles covered in this area will still be available, in one way or another. I'll be covering the adventures from the ultra-famous, the little known and the positively rare. The main aim, however, will be to give you a contact address so you can get your mitts on them.

As new adventurers are arriving all the time it is silly to assume that everyone will know about every adventure that has ever been released so I hope that this golden oldies section will be more of a service than a gentle look at the past. In the near future I will begin a similar feature for RPGs - watch out for that one.

TIME THIEF

As the good ol' text and text/graphic adventure has been largely shunned by the big software houses (they will return, when they see the error of their ways) the only reliable source of adventures are the independent mail-order outfits who produce their wares from home. Such a company is Big Sky.

To my knowledge, Big Sky only produced one adventure and that was for the C64 - but what an adventure! The title in question is called Time Thief, a disk-only text-adventure written by Don Macleod. Released around the Spring of 1989 Time Thief arrives on one disk and is divided into two parts: Shadows & Light and Ironhand.

The plot surrounds a company who deal in, what they call, "Timeshare Travel". Actually the theory is a fascinating tale in itself. Say you and a bunch of friends, aged around 18, want to trip off on holiday. What you'd do would be to take time off your years of old age (when you would assume you'd be old and feeble and not able to enjoy yourself as much). In effect, you could "use" your 77th year, for example, when you are 18 or whatever! Neat, eh? So you would die at a younger age (say, 40) but, by the wonders of Timeshare would still have "lived" your full life span (say 80 years).

Although many people used the Time Portals successfully things began to turn sour, though, when some people returned from their time travel crippled, maimed and so on. Jocasta, a top academic travels to a place and time where the trouble appears to originate from. It appears that someone is "stealing" time and, therefore causing mucho problems. She disappears, though, so you must follow her to see what happened and, possibly, catch the time thief yourself.

Time Thief is a tour de force in C64 adventuring. Probably the most amazing aspect of this game is the combination of reams of text and no disk access! Now why couldn't Infocom do that, eh? Don has used both machine code and the Quill adventure utility and has utilised some nifty text compression techniques to make all of that possible.

The game, which mixes fantasy and SF very successfully, oozes atmosphere and will reward careful examination of objects with flowing and elegant prose. Although Time Thief uses the Quill and, therefore, only allows the basic two word input you shouldn't be put off because the game design never really exposes this limitation as two word inputs are all you will need anyway.

With a wide range of puzzles - some comparatively easy, others utter sods - beautiful text descriptions and responses and all of the atmosphere you could wish for in an adventure you either buy this game or declare yourself as barking mad.

OVERALL - 97%

(CONTACT: Big Sky Software, 35 Old Evanton Road, Dingwall, RossShire, IV15 9RB. Price - £5.00. Overseas add £1.00. Cheques/PO's payable to D.Macleod)

RETURN THE COUPON FOR FREE COLOUR BROCHURES!

NEW! - AMIGA PACK

Commodore A500 Flight Of Fantasy

£399

INC VAT



A500 BATMAN PACK



The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the **Commodore Amiga 500 computer** with **mouse controller** and **TV modulator**, plus four top software titles. The software includes: **'Batman The Movie'** - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; **New Zealand Story** - high quality conversion of the leading arcade game; **Interceptor** - Dogfight with two F-16's in this leading flight simulator; **Deluxe Paint II** - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

PACK INCLUDES:

A500 Computer & Mouse	£399.99
A520 TV Modulator	£24.99
Batman The Movie	£24.95
New Zealand Story	£24.95
Interceptor	£24.95
Deluxe Paint II	£49.95
TOTAL RRP:	£549.78
Less Pack Saving:	£150.78
PACK PRICE:	£399.00

£399 INC VAT

AMIGA 2000



For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

£1295 +VAT= £1489.25

FLIGHT OF FANTASY

Flight of Fantasy is the very latest Amiga 500 pack from Commodore, featuring BRAND NEW software releases, to make this the most spectacular A500 pack ever! The pack features the Amiga 500 computer with mouse controller and TV modulator, as well as four top software titles. These include the following:

DELUXE PAINT II:

The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.

ESCAPE / ROBOT MONSTERS:

Here's something completely different - a science fiction story with comic book style graphics. Our heroes Jake and Duke are on the Planet X rescuing Humans who have been captured by the Robot Monsters and forced to create an evil Robot Army to DESTROY EARTH! Jake and Duke fight their way through hordes of evil Robots to help the Humans escape.

RAINBOW ISLANDS:

Slip on your magic shoes, practise throwing a rainbow and you're ready to go island hopping. From the Island of Doh to Monster Island, you will encounter Doh himself, stinging insects, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore. Finally enter the world of darkness and its inhabitants.

F29 RETALIATOR:

The ultimate in flight simulation with a choice of two aircraft and four battle environments with dozens of different tactical missions. Aerial combat, strategic bombings, interactive ground based battles, seagoing carriers ... the list of features is endless. Real time cockpit displays, including 'true radar' enhance the realistic feel of this stunning simulation.

PACK INCLUDES:

A500 Computer & Mouse	£399.99
A520 TV Modulator	£24.99
Deluxe Paint II	£49.95
Escape/Robot Monsters	£19.99
Rainbow Islands	£24.95
F29 Retaliator	£24.95
TOTAL RRP:	£544.82
Less Pack Saving:	£145.82
PACK PRICE:	£399.00

£399 INC VAT

FOR FURTHER DETAILS OF THE AMIGA RANGE, COMPLETE THE COUPON AND RETURN IT TO SILICA SHOP

THE UK's No1 AMIGA SPECIALISTS

SILICA SHOP OFFER YOU

FREE OVERNIGHT COURIER DELIVERY: On all hardware orders shipped in the UK.
TECHNICAL SUPPORT HELPLINE: Team of Amiga technical experts at your service.
PRICE MATCH: We normally match competitors on a "Same product - Same price" basis.
ESTABLISHED 12 YEARS: Proven track record in professional computer sales.
£13M TURNOVER (with 60 staff): Solid and reliable with maintained growth.
BUSINESS/EDUCATION/GOVERNMENT: Volume discounts available for large orders.
SHOWROOMS: Demonstration and training facilities at our London & Sidcup branches.
THE FULL STOCK RANGE: All of your Amiga requirements from one supplier.
FREE CATALOGUES: Will be mailed to you with offers and software/peripheral details.
PAYMENT: By cash, cheque and all major credit cards.
CREDIT PAYMENT TERMS: Silica are licensed credit brokers - return coupon for details.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Shop, we ensure that you will have nothing to worry about. Silica have been established for over 12 years, and have an annual turnover of £13 million. With our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Shop Service".

RETURN THE COUPON NOW FOR **FREE BROCHURES**

SILICA SHOP

MAIL ORDER: Order Lines Open: Mon-Sat 9.00am-6.00pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX. No Late Night Opening	**Tel: 081-309 1111** Fax No: 081-308 0608
LONDON SHOP: Opening Hours: Mon-Sat 9.30am-6.00pm	52 Tottenham Court Road, London, W1P 0BA. Late Night: Thursday until 8pm	**Tel: 071-580 4000** Fax No: 071-323 4737
SIDCUP SHOP: Opening Hours: Mon-Sat 9.00am-5.30pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX. Late Night: Friday until 7pm	**Tel: 081-302 8811** Fax No: 081-309 0017
BUSINESS/EDUCATION: Order Lines Open: Mon-Fri 9.00am-6.00pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX. Closed on Saturdays	**Tel: 081-308 0888** Fax No: 081-308 0608

To: Silica Shop, Dept YOURC-0291-32, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON THE AMIGA

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

....

....

Postcode: .... Tel: ....

Which computer(s), if any, do you own? .... A2000 ☐

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information

NEXT MONTH

IN THE ONLY COMMIE 64 MAG WORTH SPENDING YOUR DOSH ON



SUPER MONACO GP

Read the review of what promises to be the funkiest race game ever, and you'll even have a playable demo on the cassette so you can make your minds up yourselves.

EXTRA PREVIEWS

An extended Thangs To Come section, that'll have more previews than ever before, with all the games that are to be released for Easter.

RETURN OF A COLUMN

Neon Zone, the arcade game round-up, returns with a vengeance. And it undergoes a few major changes too.

AND MORE

Whatever DID happen to those compo results? They'll be printed at last!!! Also check out the list of games that we'll review (aswell as Super Monaco GP): SWIV, Predator 2, Loopz, Exterminator, Back To The Future 3, Line Of Fire, Night Shift, Edd the Duck, Robocop 2, Shadow of the Beast, Gremlins 2, Navy S.E.A.L.S., Toki, Pang, Judge Dredd, Wings of Fury, Supercars, Switchblade, Lotus Esprit Turbo, Dragonstrike, Star Control, Stratego. And so many more your knees will quiver.

YC March '91 - More gripping than a leech, and better for you!

OUT FEB 25

The publishers of this funky organ reserve the right to change the contents at a whim, if we so desire.

Please mister newsagent, reserve a copy of YC for me every month. In return I'll hand over my rather crucial pocket money although it pains me to do so, and I wouldn't do it for any old crappy magazine.

MY NAME ....

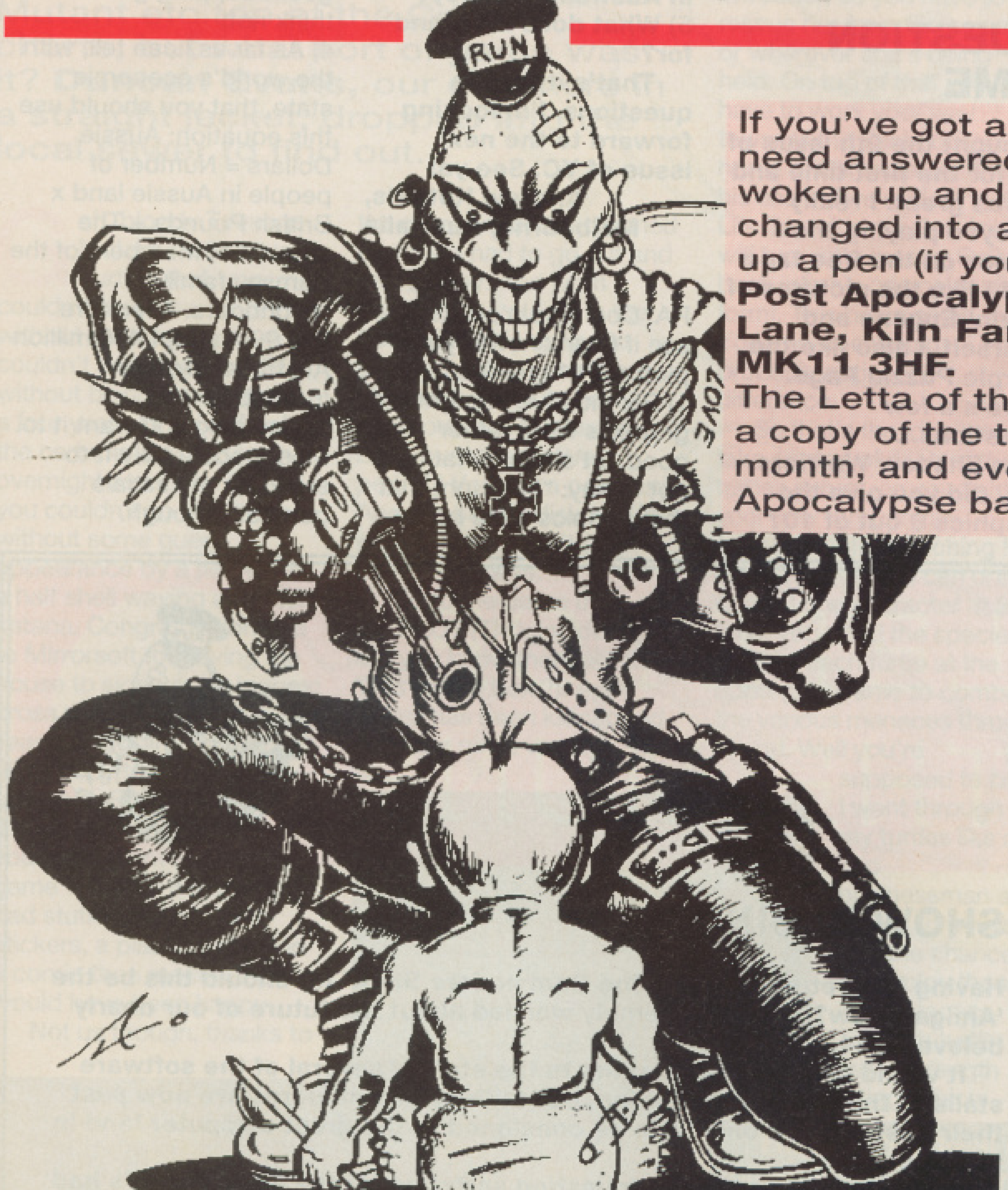
MY ADDRESS ....

....

....

Give this to your local paper shop before it blows away!

POST APOCALYPSE



If you've got a question that you need answered, or you've just woken up and realise that you've changed into a tin of Spam, pick up a pen (if you can), and write to: **Post Apocalypse, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**
The Letta of the Munf winner gets a copy of the top game of the month, and every letter wins a Post Apocalypse badge.

Right you lucky lot, I'll give you twenty minutes. After that I'm off down the boozer with Ooze and Flame Head to see who can swallow the most amount of Bloody Marys without puking. You've only got 19 minutes left...

HAIR TODAY

What was a picture of that famous Furry Freak Brother, Fat Freddy, doing in the feature 'Fists Out for the Lads'?
Me, London

PA: I don't know!!! I tell you what, I'll phone up Giles Brandreth, that well known boffin of everything trivial.
PA - Hello, is that Giles Brandreth?
GB - Yes, who is this?
PA - Can you tell me what Fat Freddy was doing in the December issue of YC?
GB - Look, if you don't go away I'll call the police.
PA - Yes, but you haven't answered...
GB - Oh, frig off! (Click)...

So there you go, he doesn't know either!!!

SLIGHT LIST

I have recently read my friend's ACU (Amstrad Computer User), that load of crap, but there was one thing I liked in it that YC does not have and would make YC a lot better. It had programs that you could type in yourself.

I have always enjoyed typing in my own programs, so please can you print one or two programs in each issue.

Also, I have recently bought Hammerfist. I saw it in the shops for £3.99 so I thought 'why not?'.

I agree with your review a few months ago and even think you could've given it a better mark. I have got past the first screen, but I can't complete the second, please could you tell me how to get to the third screen. ☛

Finally can you tell me how to get past the locked door on the second screen of Knightmare (on the December free tape).
I think YC is the best commie mag ever!
Matthew Gibson,
Billericay, Essex

PS. Please, please, please make this letta of the munf!

PA: Let's get everybody in the office to vote on whether to make this Letta of the Munf or not.
Rik - Yes!
Helen - Nope!
Evesy - Nope!
Me - Nope!
So there you go, tough luck! As for the games hints, I'll pass your letter onto Ooze, and see if he comes up with something in the future.

We got rid of listings way back because of the tape, and it's unlikely that Rik'll bring them back. By the way, did you know that Rik used to work for ACU? (YES!!! - The bored readers)

COVER STORY

Erm... Er... Where's the cover to tape no. 6 then aye?
YC is brilliant but it needs more colour.
Paul Mullett,
Milton Keynes

PS. Who are you Rik?

PA: I think I'll get Rik in here to answer this one.
Rik: I am a fish, wibble, wibble, wibble! Not tonight Josephine!
PA: There you have it, not even the local asylum knows who Rik is, and Rik certainly doesn't. As for the cover to tape no. 6, why don't you get out your pencils and draw yourself one? In fact, why don't all of you do that and send them in, and we'll give a prize to the best tape cover that we receive (like a new set of pencils or something).

QUESTION TIME

I bought the 9th issue of YC for the first time and it was great. I really enjoyed playing the games on the free tape and I like the pictures of Oozin' Eugene and yourself. I also like the Purple Puzzle Page. Here's a few questions...
1) In Shadow Warriors, why did you give the graphics 8 out of 10? The graphics of the game are shocking.
2) What game do you think has the best graphics and sound?
3) Why the hell did you put a poster of the robot in Dr Who in the issue?
4) How much is £16.99 in Australian money?
5) What does PA stand for?
That's it for the questions, I'm looking forward to the next issue of YC. See ya!
Andrew Kotsiris,
Melbourne, Australia

PA: Cor, flippin'ell! Let's see if I can answer your plethora of queries...
1) Rik must've thought the graphics were rather good, let's hear what he's got to say: "I thought that the graphics were rather good!" There you have it!!!
2) I think that Last Ninja 3 is just about the best game ever for graphics, sound AND gameplay (and I agree - Ed).
3) Have you ever been threatened by a large metallic beasty with a goolie zapping gun? I think not!
4) As far as I can tell, with the world's economic state, that you should use this equation: Aussie Dollars = Number of people in Aussie land x British Pounds + The amount of members of the Ramsey family in Neighbours. Therefore £16.99 = about 400 million Australian Dollars (probably).
5) Anything you want it to. Most people take it to stand for my initials generally though.

LETTA OF THE MUNF



SHOW BUSINESS

Having just returned from 'The Commodore Show' (or should this be the 'Amiga' show?), I was extremely worried about the future of our dearly beloved C64.

It would seem that according to the staff of several of the software stalls at this 'Amiga' exhibition, our faithful Commodores are now past their best and are only fit to be consigned to the great computer land in the sky.

Most comments, when requesting software for the 64, were "It's had its day", "Not powerful enough", and "The 16-bit is far superior".

I must admit the only satisfaction I got was from the Ocean stand where a certain character, wearing an Amiga (there's that word again) T-shirt, assured me that Ocean is still going to support us.

Don Langridge, Sevenoaks

PA: Yep, we were there to (see last month's Data), and things were far worse than dire. Good news though is that companies have not been swayed by the few that think that the commie is no longer commercially viable.

It still sold in bucketloads this Chrimbo, and with the C64GS now in operation, it seems as though there are trillions of games on the horizon.

The next time somebody mentions the superior 16-bit machines, do what I do and they'll find it very difficult to pee standing up ever again. And remind them that flares made a comeback, and they're disgusting.

TEENAGE MUTANT HERO TURTLES ™

It was no surprise to find Teenage Mutant etc top of the Crimbo charts, but what sort of game was it? Duncan Evans, our own hero in a straight jacket, dropped into the local sewer to find out.

Gah, bloody Teenage Mutant Turtles this, Turtles that, you couldn't draw breath without smelling pizza, you couldn't switch on the TV without being assaulted by a four year old episode of the cartoon (and this is an overnight sensation ?), and you couldn't go shopping without some guest appearance by a half wit in a half shell waving a rubber katana. Congratulations go to Mirrorsoft for having the nouse to sign up the biggest cross marketing exercise for years, and riding the hype all the way to the numero uno spot. But what about the game ? Ah yes, well do you really want to play the game ? I mean if Mirrorsoft had stuffed the box with stickers, a plastic turtle and a comic then most people would have been happy.

Not us though, thanks to the demand for the damned game we had to go out and buy a copy. And what goodies do you get in the box, what little extras to supplement the game are thrown in free, just how generous has Mirrorsoft been over the festive period? You get a postcard. And the plastic disk bag is green. Jesus, don't go overboard guys.

So to the game then, and the PLOT (TM - incidently did you know there are 22 TMs on the box ?). April O'Neil has been kidnapped from her news van by Shredder, so you have to rescue her from the sewers, or wherever she's being held. On top of that you also have to work your way towards the Technodrome, home of Shredder, and kick his ass before retrieving the Life Transformer Gun (which will turn ratty master Splinter back into his original human form). This being set in New York, no-one would probably notice the difference.

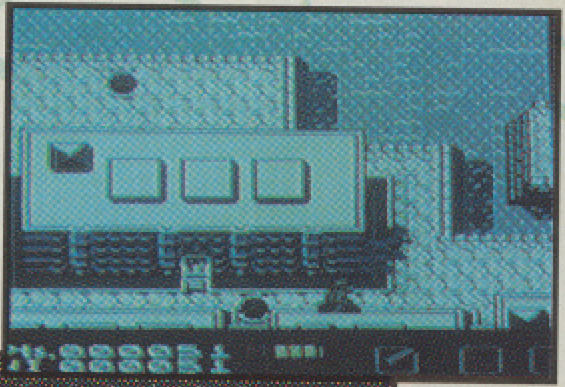
So that's the idea then, take control of each of the turtles in turn, as you fight your way through the various levels, searching for April. Though you can only control one character at a time, you need the speciality skills of each turtle at the appropriate time to combat the various menaces thrown at you. Well you're supposed to but I went through my turtles like a Jap businessman at lunch, so never had the chance to employ those sort of tactics.

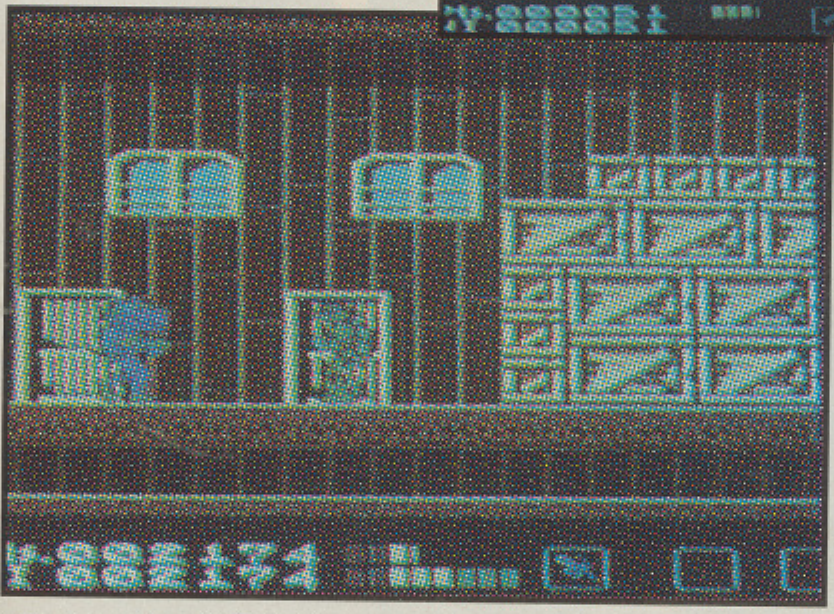
Each turtle has a strength rating, which disappears at an alarming rate, but can be replenished by copious slices of pizza, if you can find them. What's annoying are the enemies who just walk forwards and into you, giving you no chance to out fight them. You chop away, but they cost you half your strength before they finally disappear in a puff of smoke.

Most of them are indistinguished blobs anyway, so its no great loss. There are two types of view, one is outside on the streets, which is sort of Gauntlet like, and looks awful, the other is inside buildings and sewers, where you get a sideways on view. The turtles are well done, and the backgrounds are okay, but the opposition are poorly drawn. At least you can leap around quite sharply, even if you don't have many moves to make.

Bad news really comes on the music front. It's so bad and grating you just have to turn it off sharpish, before everyone else in the room starts throwing stuff at you.

Compare the Turtles to Last Ninja 3 and you see the turtles looking green for another reason. To be honest this is mediocre city, but with everyone jumping on the train into town without seeing where they were going, disappointment awaits at the destination.





Go on dude, hit him with your rather munchy, but highly illegal ninja weapon! (By the way, the green blobby thing is you!)

Huge hype, great marketing, but a dull and uninspiring game, and bugger all freebies in the box.

CREDIT CARD

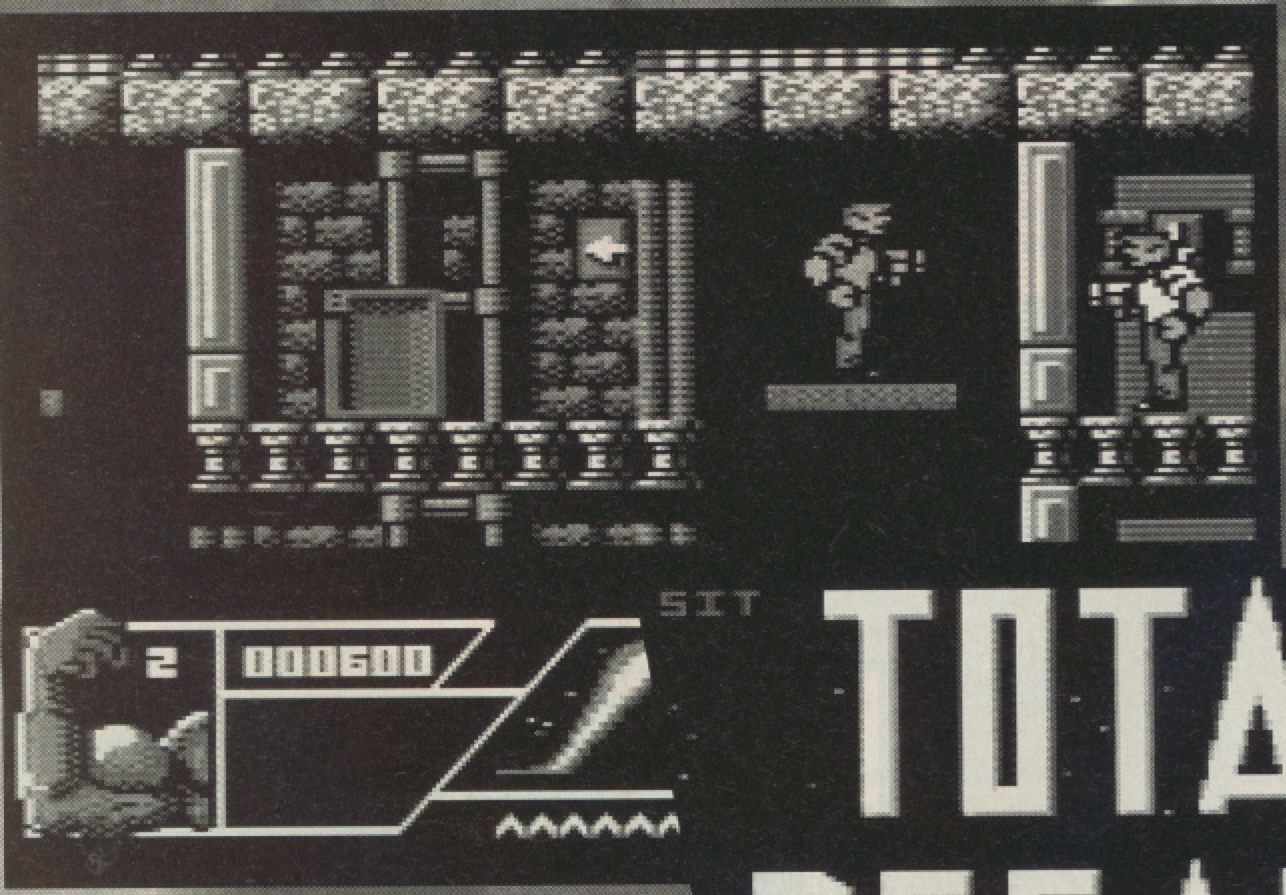
The music is truly awful, and there's not a ◀**SONICS** Cowabunga to be heard anywhere.	The turtles aren't bad, but everything ◀**GRAPHICS** else is like a grey day in Peckham.	There's nothing really there ◀**FIX FACTOR** to drag you back for another game.	It's a challenge ◀**HALF LIFE** alright, so you could be playing for some time.

NAME: Teenage Mutant Hero Turtles.
SUPPLIER: Mirrorsoft.
PRICE: £9.99 tape, £14.99 Disk.
RELEASE DATE: Out now.

OVERALL 68%

TOTAL RECALL

If you aren't the man you think you are, spare a thought for Quaid, a man played by Arnie, who thinks he's someone else who is in league with the Mars resistance, but is in fact someone else entirely who has set himself up as a friend of the resistance to lead his allies, the authorities to the resistance, while gradually recovering his true memory, which isn't Quaid, or the man, Quaid thinks he might be. Duncan Evans is confused.





Hum, you can tell that this isn't your run of the mill Arnie flick can't you. I mean, its got so much plot your only recourse is to blow holes through anyone who gets in your way. Phillip K. Dick (deceased) was the guy responsible for such classics as Do Androids Dream of Electric Sheep (otherwise known and filmed as Bladerunner). Total Recall is a short story about revolution in the mining communities on Mars, and one man's involvement in the events which lead to it breaking free from Earth control.

While not being particularly complex, Total Recall is certainly convoluted with regards to its main character. Thankfully this is not the case with the game, which violently leads you through the plot twists, leaving you with only the running around, leaping, jumping, collecting and killing to do.

There are four levels all told, starting off on Earth where Quaid has to make his way to a phone box on the other side of the city. On the way he has to collect oxygen (for use on Mars), muscle power, ammunition (to kill people with) and other useful goodies. Strange but the first level looks like the inside of a wharehouse in Milton Keynes rather than a futuristic city. Obviously the programmers didn't have the same budget as Caralco Pictures.

Platforms and ladders is the order of the day here, with a suitably chunky looking Arnie strutting around the various dangerous platforms. Well, it's not the platforms that are dangerous, its the damned spiky pits that abound. In this Total Recall shares a characteristic of Elephant

Antics, which is also reviewed this month, and that is that you can only tell where some of the pits are, after you have fallen into them. Now this is annoying enough, but considering you only get one life with no continue options at the beginning of the game (although they do appear when you get further into the game), its positively bloody infuriating.

If you get past this level then its drive your car time, which is based on the weakest part of the film, the Johnny Cab chase. Avoid the chasing police cars, avoiding having an unpleasant accident with the scenery and you can get to play level three. Now Quaid and Melina meet up with Benny, a mutie taxi driver, who, while leading them through to the rebel hideout, also sells them down the drain further in the film (oops, given the plot away). Anyway, on you go with level four, and more platform action, as you race through the rebel hideout, and on to the alien complex at the heart of the mountain. This is a race against time, as a bomb has been placed inside the alien complex, which, if it explodes, is going to ruin everyone's day.

It does sound a bit uneven (well you try packing two hours of film into four levels), which means it's a good idea to watch the film, or video, before playing the game. At least then you'll know what's supposed to be going on.

Thankfully the graphics are pretty stiff, I mean just compare this to the smelly Turtle game, and the music and FX are well up to scratch. It really does help if you watch the film first, all of which makes the game very enjoyable to play, even if it is far too tricky.

CREDIT CARD

SONICS — Nice and funky, with some jolly FX.

GRAPHICS — Well spunky, with digitised pics, Arnie shots, chunky graphics and tasty presentation.

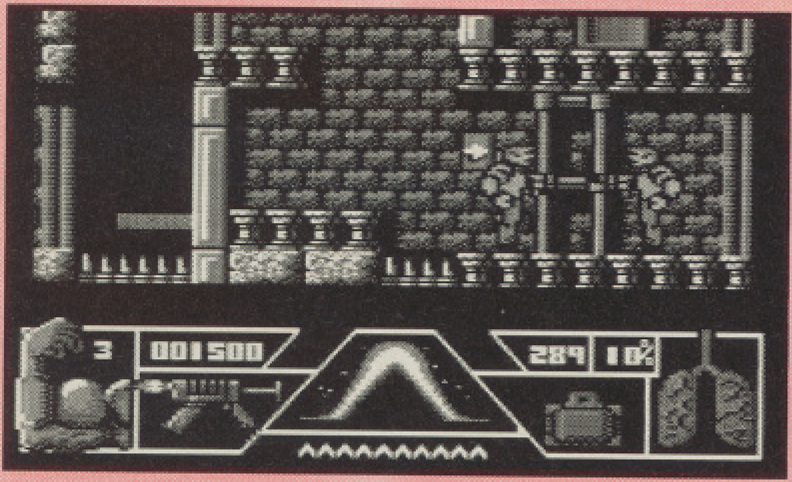
FIX FACTOR — Only one life puts you off a bit, but if you're determined you just have to play again.

HALF LIFE — A process of trial and error gets you through the various levels, and with only one life you aren't gonna finish tomorrow.

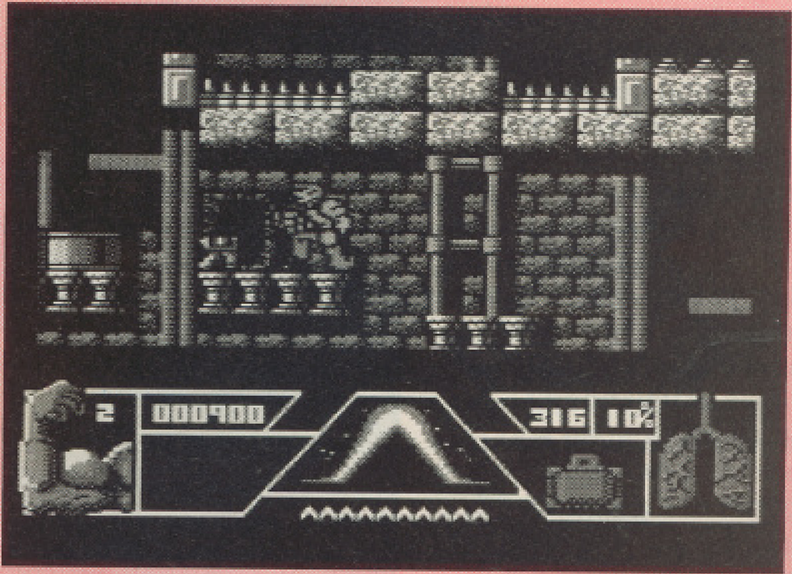
NAME: Total Recall.
SUPPLIER: Ocean.
PRICE: £9.99 tape, £14.99 Disk.
RELEASE DATE: Buy now.

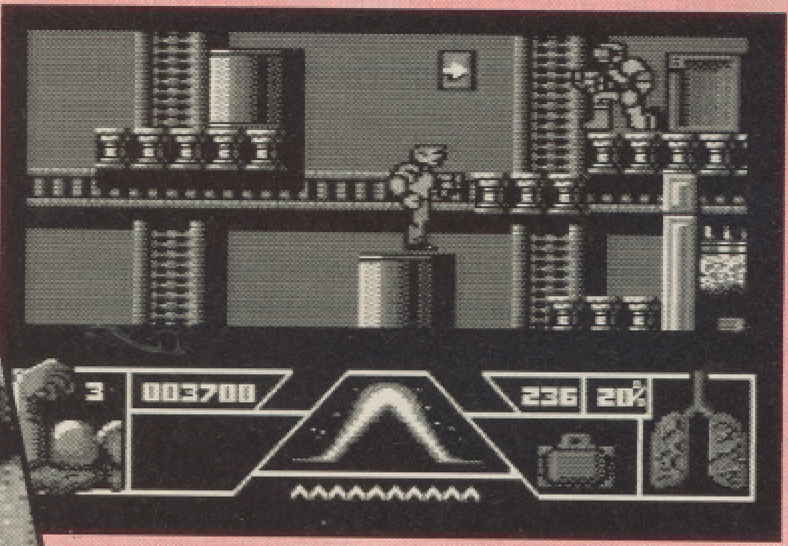
OVERALL 84%

A pretty darned good film conversion, with tasty graphics and sound, but can be terribly irritating in places thanks to the trial and error method of progression.



✪Could it be that Arnie's met his match? Like buggery!!! Unless that's a two tonne Wooly Mammoth with a severe attitude problem and a tendency to say "Don't drink and bake!", I don't think so! Go on Arnie blow him away, he doesn't even deserve being on the same screen as you the ameoba!

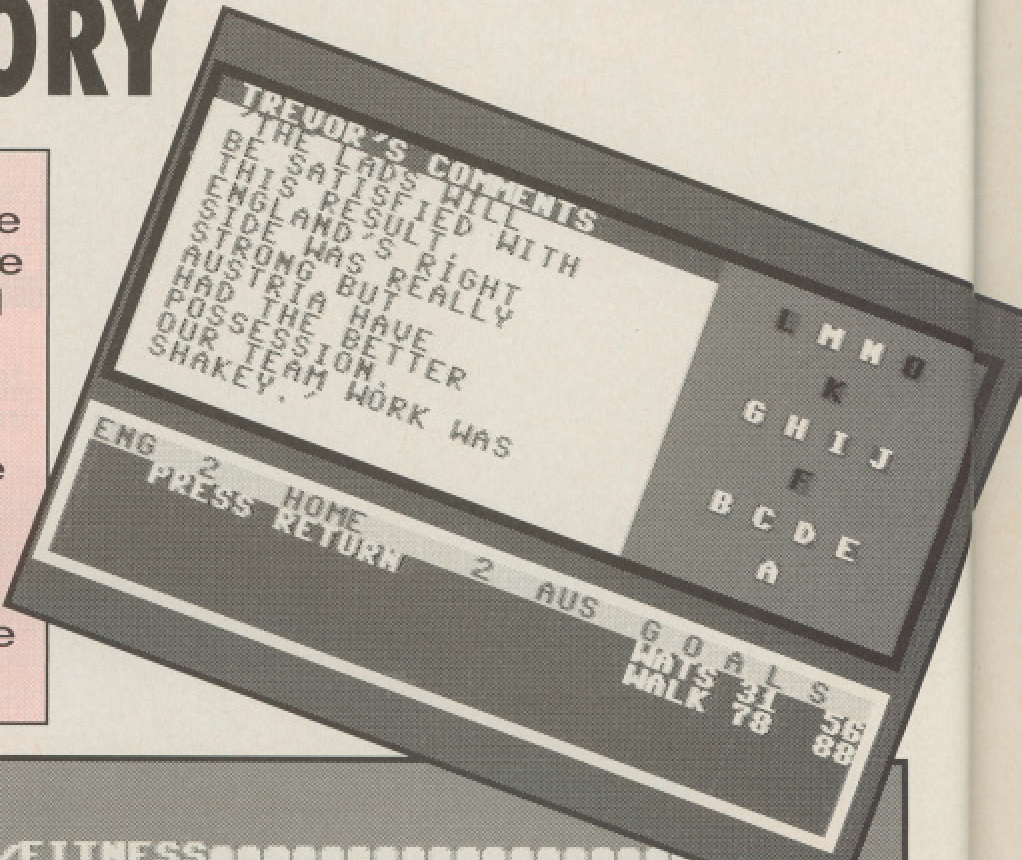


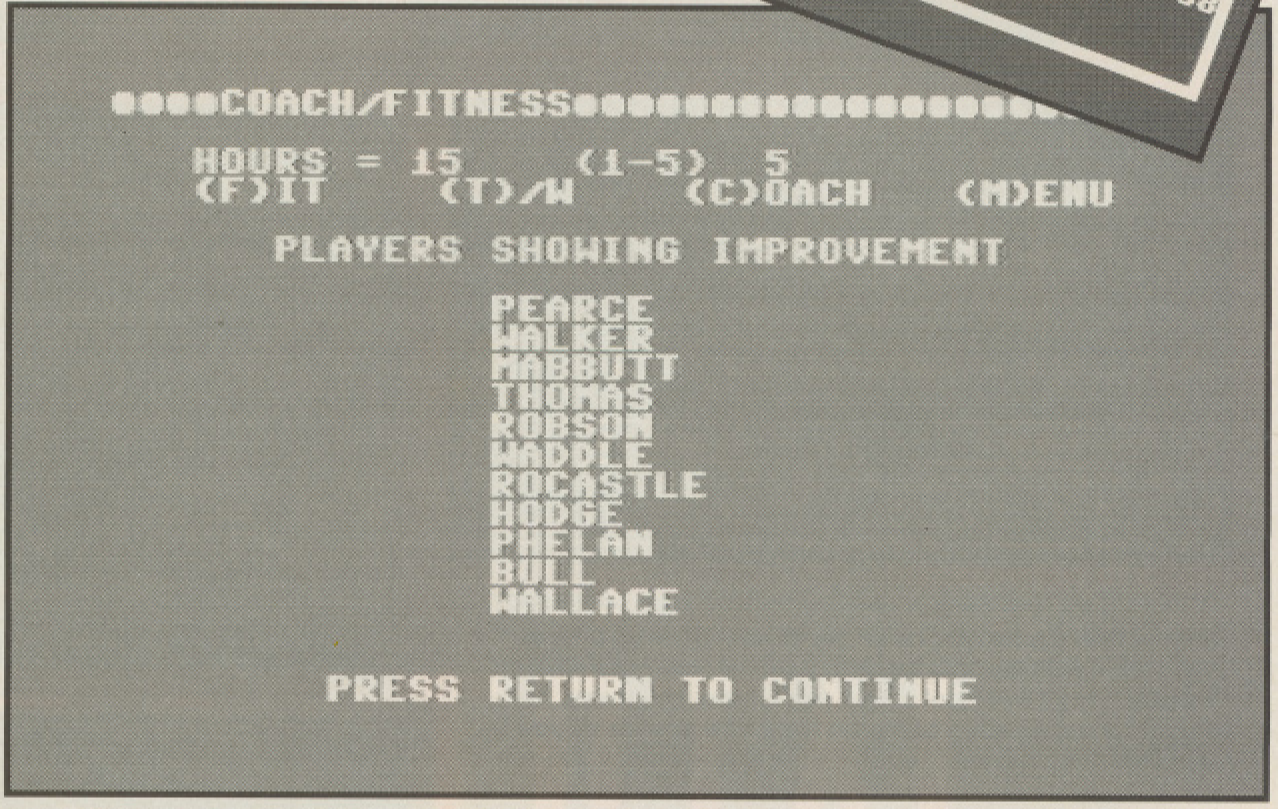




TREVOR BROOKING's WORLD CUP GLORY

Some people say that timing is everything in football. What time the pubs open, what time you get to the ground, what time you beat the hell out of the other supporters, etc. Trevor Brooking used to have good timing when he was a player, but that was some years ago and since TBWCG has come out six months after the main event, his powers are obviously on the wane. Duncan Evans catches up with the old codger.





I know some players that'll never improve - the whole of the Arsenal team for a start, and the Lemington Howlers, and Bosworth under-elevens (they're REALLY crap)!!! In fact every team in the entire world would have a job to get to the unbelievably spiffy standards of Liverpool FC - they're ythe best and no mistake!!!

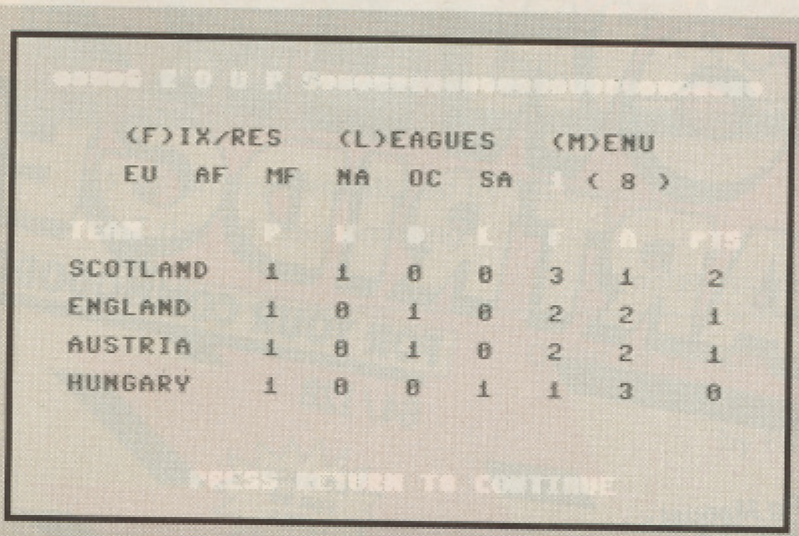
Challenge Software is well known for it's strategy games, but not for all action entertaining graphics. Trevor Brooking is well known for his match commentaries, but equally not for all action graphics. Bring the two together and wile strategy may win out, you don't really expect visual excitement.

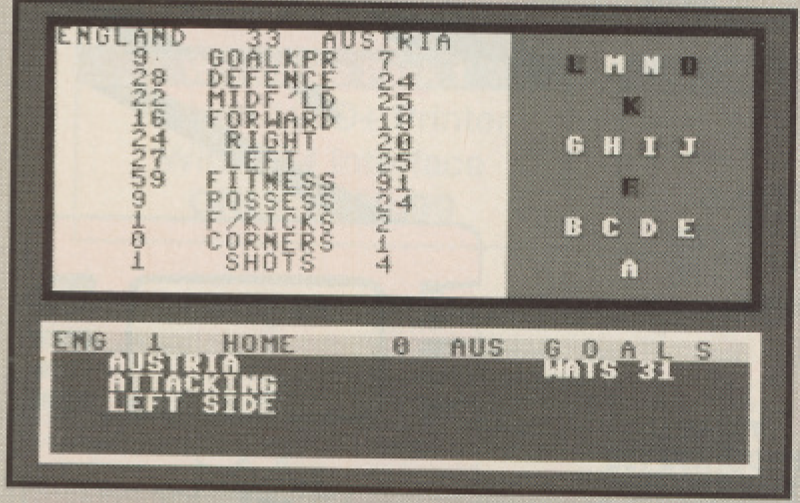
This, if you hadn't guessed (because you were thick or something) is a game of the last world cup, so quite why greyhair Trev has endorsed it is anyone's guess since the world cup he played in was in 1982. And that didn't involve much glory either, 'cos both him and Kevin Keegan couldn't score the goals we needed against Spain.

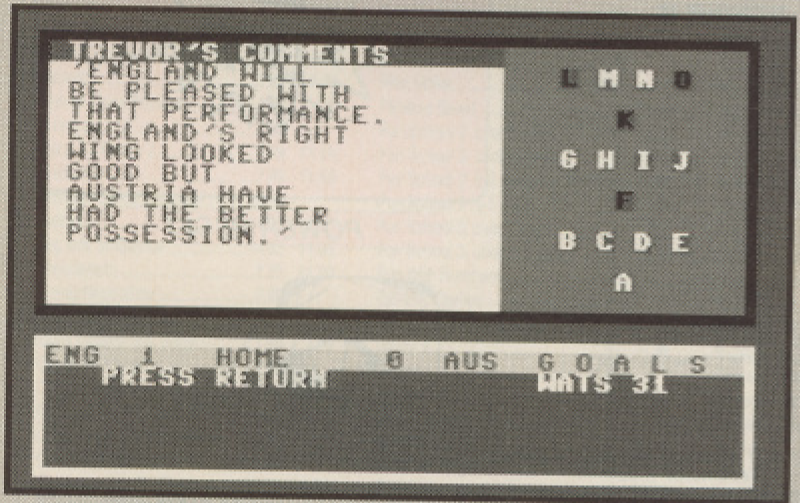
However, you have inherited a team which has suffered a series of depressing results and is now well and truly downhearted. Your task is to restore the confidence of these witless one legged blind mutes to Germanic arrogance and raise the skill level to, er, Germanic excellence. In short you have to qualify for the world cup, and then win it. Along the way you can test out new strategies and bolster the confidence of the boys by playing deadbeats like Albania.

That was the plan, we lost 2-1 and half the squad committed suicide the next day. Each player has an ability and a fitness rating, and you can train both of these elements up between games. It's surprising to see the form of some of your stars swing so wildly though. Lineker might be rated 4 this month and 10 next month. The other thing training can improve is team work, though the value of this is questionable. Even with team work rated as good, with decent players sprinkled throughout the squad, and playing an ordinary 4-3-3 formation, England still went down to Albania.

The actual process of entering players into the squad and from there into







That Trevor really knows what he's on about doesn't he? I mean it's not as if he just quotes the obvious or anything, I'd even base my entire tactics around his infinite wisdom!

the team formation is unbelievably tedious. I mean, you'd think Challenge would have the sense to carry over the players from one game to the next instead of forcing you to re-enter every player for every game. This really is stupid.

Balancing your formation is important, as is getting the ball down the wings, though the number of shots on goal that your forward line produce is sometimes not accurate with regards to their numbers and quality.

At half time in a game, be it world cup or friendly, our mate Trev sticks his oar into the procedings with such telling comments as "The lads will be disappointed with this first half. England's right side looked strong but Albania had the better chances and possession." Ta very much Trev, there's a bundle of stats on the

TEN THINGS YOU NEVER KNEW ABOUT TREVOR BROOKING*

1. He didn't play for Farsley Celtic in the Woodmills League.
2. His dad was called Mr Brooking
3. His mum wasn't.
4. Trevor means 'Dark haired wanderer who like moose' in Eskimo.
5. He scored the winning goal when West Ham beat Old Etonian Strollers in a FA Cup tie in 1878.
6. Trevor likes bourbon biscuits with a hint of mustard.
7. Mr Brooking is one of the BBC's highest paid commentators, earning in excess of four million pounds per match.
8. My aunty used to know someone who lived in the same street.
9. Trevor prefers lime green socks.
10. Despite everything Trev is still one of the boys and can be found dog baiting at his local pub most nights of the week.

*But only three of them are true!

text only match display which tells you as much.

So I wasn't expecting graphics, but I was expecting polished gameplay and professional displays (and not just from the team). Would you believe the Spectrum version is far more polished than this amateurish looking C64 game. While there is a reasonable football game under there crying to get out, sloppiness and unprofessionalism have rather strangled it.

There are even five skill levels, with the first and easiest being challenging, and the rest getting harder. Very balanced I'm sure.

Average sums up the actual game, but shoddy sums up the way it works, and the look of the whole shooting match.

CREDIT CARD

SONICS	FIX FACTOR	HALF LIFE
Roadrunner style mostly. Beep, beep.	There aren't any but even the text displays are badly presented.	About as addictive as green socks.

HALF LIFE: A lot easier to give up than smoking.

NAME: Trevor Brooking's World Cup Glory.
SUPPLIER: Challenge Games.
PRICE: £9.99 tape.
RELEASE DATE: Out now.

OVERALL 60%

Trevor Brooking's world cup glory was at least nine years ago, which explains why all the menus and text looks so outdated. Difficult to actually use, the gameplay doesn't redeem all the shortcomings.

...it's dynamite!

POWER CARTRIDGE

FOR YOUR COMMODORE 64/128

"...unbelievable value for money" ZZAPP! Dec 89

* POWER TOOLKIT
* POWER MONITOR
* TAPE & DISK TURBO
* PRINTERTOOL
* POWER RESET
* TOTAL BACKUP

..."Money well spent" YC/CDU Jan 90

42 Pg Manual - "Damned Good Handbook" CCI Jan 90

SO MUCH FOR SO LITTLE

AVAILABLE FROM ALL GOOD COMPUTER RETAILERS

TRIED AND TESTED - OVER 100,000 SOLD IN EUROPE



16 K OUTSIDE operating system

..."highly recommended for C64 users" CCI Jan 90

YOU WILL WONDER HOW YOU EVER MANAGED WITHOUT IT



ONLY £16.99 INC. VAT

POWER TOOLKIT

A powerful BASIC-Toolkit (Additional helpful commands) that considerably simplifies programming and debugging.

AUTO	HARDCAT	RENUMBER
AUDIO	HARDCOPY	REPEAT
COLOR	HEX$	SAFE
DEEK	INFO	TRACE
DELETE	KEY	UNNEW
DOKE	PAUSE	QUIT
DUMP	PLIST	MONITOR
FIND	ILOAD	BLOAD

RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
PSET : *Set up of printer type.*
HARDCAT : *Prints out Directory.*

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
The Disk commands can be used in your own programs.

BLOAD	DVERIFY	DIR
DSAVE	MERGE	DEVICE
DISK		

MERGE : *Two BASIC programs can be merged into one.*
DISK : *With DISK you can send commands directly to your disk.*

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD	SAVE	VERIFY
MERGE	AUDIO	

POWERMON

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.
Also works in BASIC-ROM, KERNAL and I/O areas.

A ASSEMBLE	I INTERPRET	S SAVE
C COMPARE	J JUMP	T TRANSFER
D DIS-ASSEMBLE	L LOAD	V VERIFY
	M MEMORY	W WALK
F FILL	P PRINT	X EXIT
G GO	R REGISTER	$ DIRECTORY
H HUNT		DOS Commands

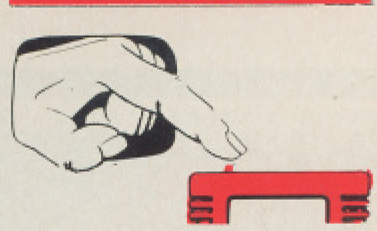
PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distinguishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off.*

POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with many programmes.

CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR - *Takes you into the Machine language Monitor.*

BDL
Bitcon Devices Ltd

88 BEWICK ROAD
GATESHEAD
TYNE AND WEAR
NE8 1RS
ENGLAND

Tel: 091 490 1975 and 490 1919 Fax 091 490 1918
To order: Access/Visa welcome - Cheques or P/O payable to BDL -
Price: £16.99 incl. VAT.
UK orders add £1.20 post/pack total - £18.19 incl. VAT.
Europe orders add £2.50. Overseas add £3.50
Scandinavian Mail Order and Trade enquiries to: Bhiab Elektronik, Box 216, Norrtalje 76123, SWEDEN. Tel: + 46 176 18425 Fax: 176 18401
TRADE AND EXPORT ENQUIRIES WELCOME

YOUNG COMMODORE PANTONE 185

WORLDWIDE SOFTWARE
106A Chilwell Road, Beeston, Nottingham, NG9 1ES

WORLDWIDE ·SOFTWARE·

WORLDWIDE SOFTWARE
106A Chilwell Road, Beeston, Nottingham, NG9 1ES

- All orders despatched by 1st class post
- 7 day 24 hour ordering
- Quality products at keenest prices
- Credit card accounts debited only on despatch of goods
- Complete custemer satisfaction is our aim

Order by Telephone: Credit card order telephone lines
0602 252113 0602 225368

by Fax: Fax your order with credit card details
0602 430477

by Mail: Send payment with order

Please give yuour name, address, telephone no., software title, price advertised and computer type.

Worldwide Pack 1

Citizen 120D+ Printer
With C64 Interface
ONLY £139.99

Worldwide Pack 2

3 Cartridge Pack
Chase HQ, Shadow of the Beast, Batman the Movie
ONLY £55.00

Worldwide Pack 3

Commodore 1541 II Disk Drive + 2 Disk Games
ONLY £139.99

COMMODORE C64 SOFTWARE	CASS	DISK
4 Most Sport	2.99	
4 x 4 Off Road Racing	2.99	
Action Service	2.99	
Addicta Pack Compilation	2.99	
Adidas Championship Fooball	9.50	13.50
Afterburner	2.99	
All Time Classics		14.95
Amazing Spiderman	7.99	11.99
Apprentice	7.25	11.20
Atom Ant	2.99	
Atomic Robokid	7.99	11.99
Atomix	7.25	9.50
Aussie Rules Football	2.99	
Avenger	2.99	
Back To Future 2	7.99	11.20
Badlands	7.99	11.99
Batman Caped Crusader	2.99	
Betrayal	14.95	17.95
Big Box 30 Games	14.95	14.95
Bloodwych	7.25	11.20
Boing/Neutralizor	2.99	
Buck Rogers		17.95
Buck Rogers Hint Book	7.99	7.99
Cauldron 1 and 2	2.99	
Cecco Collection	9.50	13.50
Challengers Compilation		14.99
Championship Basketball	2.99	
Championship Golf	2.99	
Championship Tie Break	7.99	11.99
Crack Up/Crossfire	2.99	
Creatures	7.99	11.99
Cricket Captain	7.25	
Cup Football	2.99	
Curse of the Azure Bonds		17.95
Curse of Ra	7.99	
Daley Thompson Olympic Chall.	2.99	
Days of Thunder	7.99	11.99
Deadly Evil	2.99	
Defenders of the Earth	3.99	
Deliverance Stormlord 2	7.99	11.20
Dick Tracy	7.99	11.99
Die Hard		14.95
Diplomacy	7.99	11.99
Dizzy Collection	7.99	
Dizzy Fantasy World	2.99	
Double Dragon	2.99	
Double Dragon 2	7.25	11.20
Dragon Breed	7.99	11.99
Dragon Strike		17.95
Dragons of Flame	7.99	11.20
Dragon Wars		13.50
Drum Studio	2.99	
Dynasty Wars	7.99	11.20
Edd the Duck	7.99	
Edition 1	9.50	11.20

COMMODORE C64 SOFTWARE	CASS	DISK
Epyx 21	11.20	13.50
Escape from Doom World	2.99	
Escape Planet Robot Monsters	7.25	11.20
Evening Star/Southern Belle	9.50	13.50
Everton FC Intelligensa	7.25	
ESWAT	7.99	11.99
F16 Combat Pilit	11.20	14.95
Fantasy World Dizzy	2.99	
Fast Food Dizzy	2.99	
Fighter Pilot	2.99	
Fire and Forget 2	7.99	
First Strike	2.99	
Flimbos Quest	7.25	11.20
Fun School 2 over 8 years	7.25	11.20
Fun School 2 under 6 years	7.25	11.20
Fun School 2 6-8 years	7.25	11.20
Fun School 3 5-7 years	11.20	14.95
Fun School 3 over 7 years	11.20	14.95
Fun School 3 under 5 years	11.20	14.95
Fun With Numbers	7.99	
Galactic Games	2.99	
Games Winter Edition	3.99	
Gazza 2	7.99	11.99
Gilbert	2.99	
Golden Axe	7.99	11.99
Greg Normans Ultimate Golf	11.20	14.95
Gremlin 10 Pack	9.99	13.99
Guardian Angels	2.99	
Gunship	11.20	14.95
G.B. Air Rally	2.99	
Havoc	2.99	
Head Over Heels	2.99	
Heatseeker	7.99	11.99
Heavy Metal	7.25	11.20
Helter Skelter	7.99	11.99
Heroes Compilation	11.20	14.95
Hillsfar		17.95
Hollywood Collection	11.20	14.95
Hong Kong Phooey	2.99	
Hunt for Red October	7.99	11.99
Huxley Pig	2.99	
Impossable Mission 2	2.99	
International 3D Tennis	7.25	11.20
Italy 1990 Winners	7.25	11.20
Ivan Stewart Off Road Racing	7.25	11.20
Jack Nicklaus Champ Courses 3		8.99
Jack The Nipper 2	2.99	
Jaws	2.99	
Jet Boot Jack	2.99	
Joystick Thunder Compilation	9.99	13.99
Judge Dredd	7.25	11.20
Kamikaze	2.99	
Kentucky Racing	2.99	
Kick Boxing	2.99	
Kick Off 2	7.25	11.20

COMMODORE C64 SOFTWARE	CASS	DISK
Klax	7.25	11.20
Kwik Snax Dizzy	2.99	
Last Duel	3.99	
Last Ninja	2.99	
Little Puff	2.99	
Line of Fire	7.99	11.99
Live and Let Die	2.99	
Lords of Chaos	7.25	11.20
Lotus Esprit Turbo Challenge	7.99	11.99
Manchester United	7.25	11.20
Matchday 2	2.99	
Mayday Squad	2.99	
Mega Hot Compilation	7.99	
Midnight Resistance	7.25	11.20
Might and Magic 2		14.95
Mike Reads Pop Quiz	2.99	
Mikie	2.99	
Monty Python Flying Circus	7.25	11.20
Motorcycle 500	2.99	
Murder		14.95
NARC	7.99	11.99
Nemesis	2.99	
Night Breed	7.99	
Operation Hanoi	2.99	
Operation Hormuz	2.99	
Operation Wolf	2.99	
Outlaw	2.99	
Paperboy	2.99	
Para Academy	2.99	
Pirates	11.20	14.95
Pools of Radiance		17.95
Popeye	2.99	
Powerpack Compilation	12.99	
Prince Clumsy	2.99	
Prison Riot	2.99	
Pro Boxing	2.99	
Pro Tennis Tour	7.25	11.20
Pub Games	2.99	
Puzznic	7.99	11.99
Quatro Adventure	2.99	
Quatro Arcade	2.99	
Quatro Power	2.99	
Quatro Sports	2.99	
Quatro Superhits	2.99	
Quedex	3.99	
Question of Sport	2.99	
Rad Ramp Racer	2.99	
Rainbow Islands	7.25	11.20
Rastan	2.99	
Raster Runner	2.99	
Return of the Jedi	2.99	
Rick Dangerous 2	7.25	11.20
Ruff 'n' Ready	2.99	
Rugby Manager	2.99	
Salamander	2.99	

COMMODORE C64 SOFTWARE	CASS	DISK
Satan	7.99	11.99
Secret of the Silver Blade		17.95
Sega Master Mix	11.99	14.95
Shadow Warriors	7.25	11.20
Shanghai	2.99	
Shaolins Road	2.99	
Silkworm	2.99	
Sim City		14.95
Ski or Die		11.20
Slap Fight	2.99	
Sly Spy Secret Agent	7.25	11.20
Snowstrike	7.25	11.20
Soccer Double	2.99	
Soccer Triple Pack	3.99	
Space Ace	2.99	
Spaghetti Western	2.99	
Spooky Castle	2.99	
Spy Who Loved Me	7.99	11.20
St Dragon	7.99	11.99
Starglider 2	11.20	14.95
Star Wars	2.99	
Steel Eagle	2.99	
Strider 2	7.99	11.99
Strip Poker	2.99	
Stun Runner	7.99	11.99
Subbuteo	7.25	11.20
Summer Camp	7.99	11.99
Summer Olympiad	2.99	
super Off Road Racer	7.99	11.99
Super Ski Challenge	2.99	
Super Stock Cars	2.99	
Superkid	2.99	
Superkid in Space	2.99	
Superted	2.99	
Supertrux	2.99	
Swiv	7.99	11.99
T Bird	2.99	
Teenage Mutant Hero Turtles	7.99	11.99
The Munsters	2.99	
The National	7.25	
Thunderblade	3.99	
Time Machine	7.25	11.20
Tomahawk	2.99	
Top Cat	3.99	
Total Recall	7.99	11.99
Tournament of Death	2.99	
Trap Door/Thru Trap Door	2.99	
Treasure Island Dizzy	2.99	
Trevor Brookings World Cup	7.99	
Trio Collection	6.99	
Turbo Cart Racer	2.99	
Turrican	7.25	11.20
Turtles World Tour	7.99	11.99
T.N.T. Compilation	14.95	19.95
Ultima 6		22.95

COMMODORE C64 SOFTWARE	CASS	DISK
UN Squadron	7.99	11.99
Vendetta	7.25	11.20
Video Card Arcade	2.99	
Vindicator	2.99	
Wanderer 3D	2.99	
Warlock	7.99	11.99
WEC Le Mans	2.99	
Wheels of Fire Compilation	14.95	19.95
World Cup 2	2.99	
World Cup 90	7.25	11.20
Xenon	2.99	
Zombie	7.25	11.20

C64GS CONSOLE/C64 CARTRIDGES	
C64GS CONSOLE	99.99
After the War	24.95
Astro Marine Corps	24.95
Badlands	19.95
Batman the Movie	19.95
Bubble Ghost	19.95
Cyberball	19.95
Days of Thunder	19.95
Dick Tracy	19.95
Hard Drivin	19.95
Last Ninja 3	19.95
Myth	19.95
Narco Police	19.95
Navy Seals	19/95
Ninja Remix	19.95
Pang	19.95
Plotting	19.95
Prohibition	19.95
Robocop 2	19.95
Satan	24.95
Shadow of the Beast	19.95
Chase HQ 2	19.95
Toki	19.95
Turrican	19.95
Ultima 6	24.95
Vendetta	19.95
Vindicators	19.95
X Out	19.95

JOYSTICKS AND UTILITIES	
Cheetah 125+	7.49
Competition Pro 5000	12.95
Competition Pro 5000 Clear	13.95
Competition Pro Extra	14.95
Cruiser Black, Blue or Multicolour	8.99
Konix Speedking	10.99
Quickshot QS 131 Basic	6.99
Quickshot 3 Turbo	9.99
Zip Stick Autofire	14.95
Yoke Joystick	49.99
Magnum Light Gun + Games	34.99
Load It Cassette Player + 2 Games	45.99
C64 Power Supply	22.95

Europe (other than UK)
Shipping costs are
£1.50 per disk for normal airmail
£2.50 per disk for express airmail

Please make cheques or postal orders payable to WORLDWIDE SOFTWARE

All prices include postage and packing in the UK

Not all titles released at time of going to press. Titles and prices subject to change

Outside Europ shipping costs are
£2.00 per disk for normal airmail
£3.00 per disk for express airmail

GAZZA II

Howay the lads! Gazza's finally made it again, but is this second attempt at footy fun just fog on the pitch or Geordie joys? Rik Henderson slaps his Gazza and Friends LP on the deck and wonders if he'll end up crying after loading Empire's latest effort.

From 13 year old spotty adolescents who use naff aftershave, but have never had a hair on their face in their lives, to 40 year-old women who are made gooey at the thought of a young man who cries almost like a nineties' Tiny Tears, everybody's heard of the mind-gobbling entity that is Paul Gasgoigne (apart from one old crumbly judge with his public school tie shoved firmly in a place where only the headmaster has seen before).

And it seems that footballing brilliance is not enough to qualify you for superstardom nowadays. You need to weep a few bucketloads of salty perrier to be recognised as a hot merchandise property. Just think what the world would be like now if Pele had blown a nose-full of snot into a hanky and snivelled when he missed that famous pitch-length shot in the 1970 world cup.

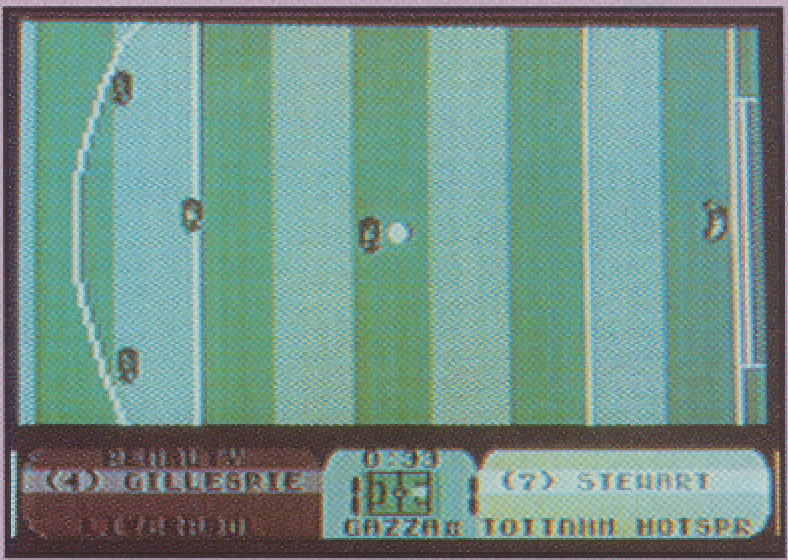
But maybe shedding a few tears is not all it cracks up to be, because it musn't be forgotten that Gazza, he who was to be left behind instead of playing for England in the 1990 world cup, wowed us all with a superb form of soccer skill that made him invaluable to our team set-up.

I'd like to think that it's down to this reason that a latest game has been released with his nickname emblazoned on the cover, that and the fact that the previous attempt was so crap. There was a need to make up for the former disappointment.

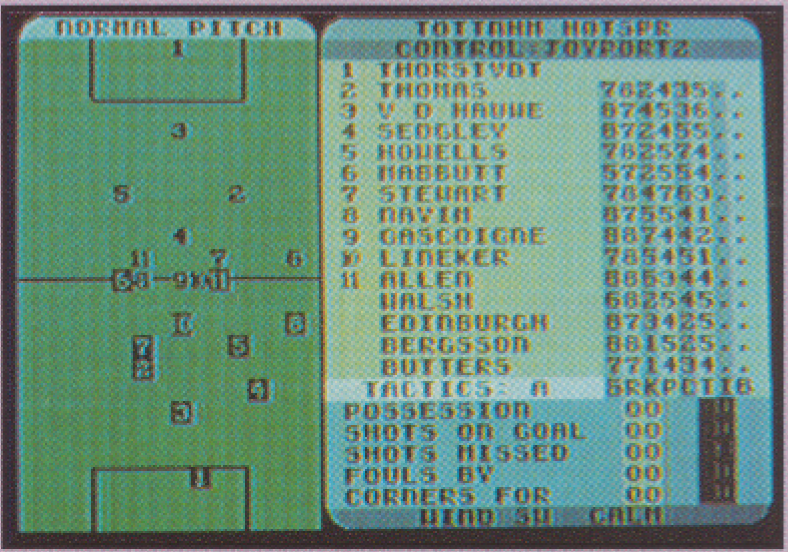
So how has it been done? Well, you remember Kick Off don't you? Picture that in your mind, flip the screen the other way (horizontally scrolling, instead of vertically) and glue the ball to the player in control's leg and you've got Gazza II. Oh yeh, slow it down a notch or two as well.

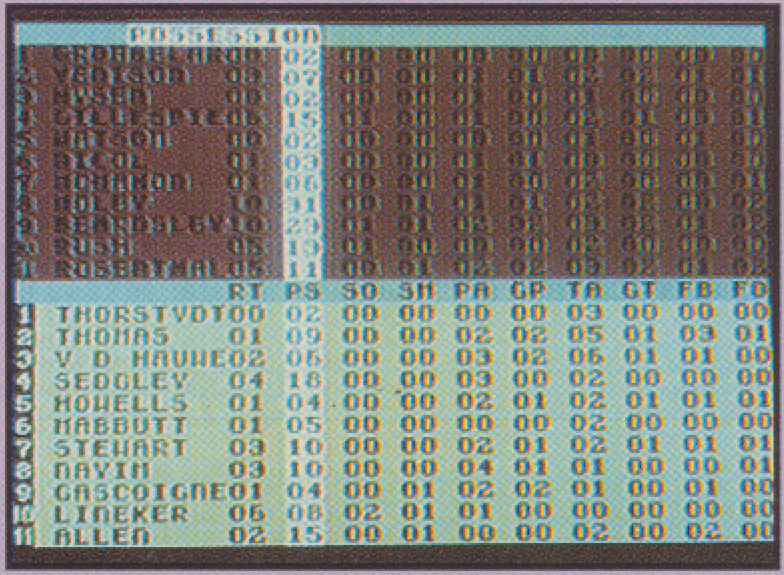
It's not all been done before though, in fact GII tries desperately to be different to any other footy game. It certainly manages to cram a lot of strategy and what could be passed for management. The only problem is that it seems to be for this fact alone that the game falls below the excellent level at which its sponsor so often performs.

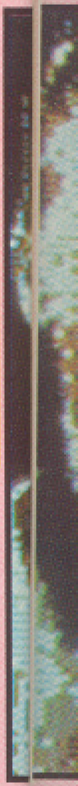
You see, every player has an individual level for



Gillespie, that well known Liverpool penalty taker, lines up to slam one home with only 33 seconds left on the clock. I'm not telling you whether he scored or not, but let's just say that the replay's on Wednesday!









stamina, running, kicking, passing, control ball, and tackling and at times it seems that the commie is having problems coping with the vast amount of factors in just simply running the ball from one end of the pitch to the other. Therefore, even the fastest player on the pitch runs as if he's done something rather nasty in his shorts. And there's also the option to be injured, when this happens (and you've got no more subs on the bench) you may as well go make yourself a nice cup of tea 'cause it'll take hours to get from one end of the pitch to the other.

This said, Gazza II still offers a lot. It's far better than Kick Off and Kick Off 2, for instance, and graphically it beats the lego men style of most of the other efforts. And it's tonnes better than the original game. In fact there's only one game that's better (in my opinion), because it has many more options, and that's Manchester United.

If there was more of an incentive to play, such as a league or cup, as well as having different weather effects and pitch type (which it does very well), it would be worthwhile suffering the speed at which the game plays. I suppose we could be grateful though that there's not even a musical note that coincides with 'Fog on the Tyne' or 'Geordie Boys'.

CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Far better than any track on the 'Gazza and Friends' LP.	Nicely animated overhead sprites, and the pitch scrolls pretty well.	Initially the speed doesn't seem to matter...	...But when you've spent half an hour plodding around you'd need a bucket of water to wake you up.

NAME: Gazza II.
SUPPLIER: Empire.
PRICE: £9.99 Tape, £14.99 Disk.
RELEASE DATE: Out now.

OVERALL 78%

There's enough crammed in to satisfy most, and you'll probably play it far more often than Gazza wears Brut.



THE BUDGIE COLUMN WITH DUNCAN EVANS

THE SKORES

NO SKORE - This game is too abysmal for words.
✪ - It'd probably be worthwhile using the cassette to record an E.M.F. single on or something.
✪✪ - Not even worth a look. It's only appeal would be for amusement.
✪✪✪ - This is an average budgie game, and would probably fill a gap on a rainy Sunday afternoon.
✪✪✪✪ - This game is rather splendid really, but it lacks that certain something that determines a 'must buy'.
✪✪✪✪✪ - This is the best you're likely to get for your pocket money. Well worth raiding your piggy bank for.

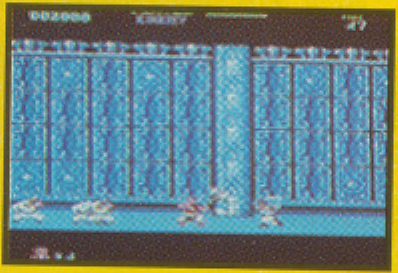
TIGER ROAD

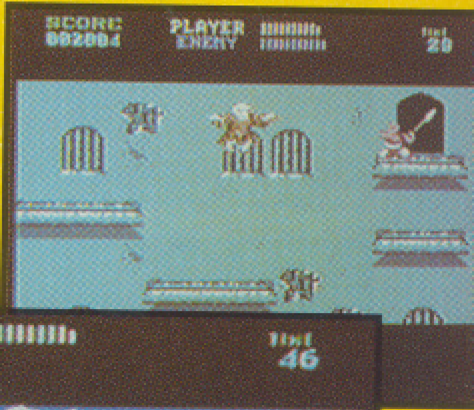
KIXX £3.99

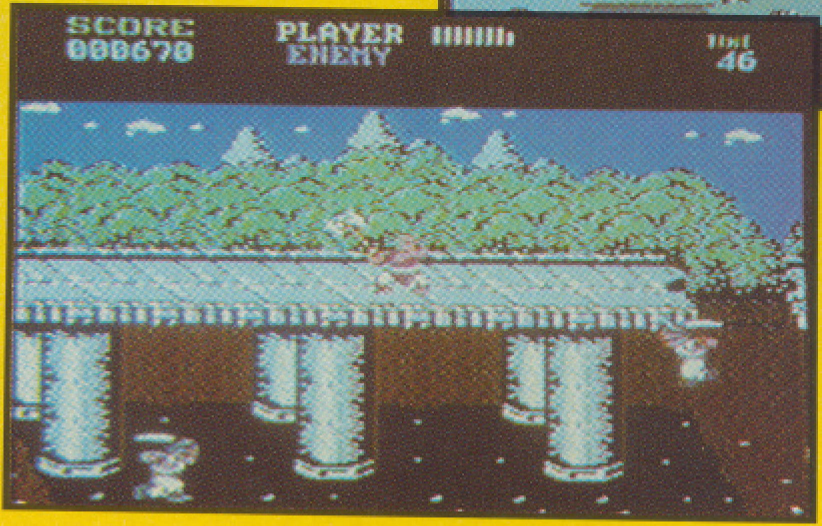
My name Lee Wong, and mission is to flee kidnapped childlen flom glasp of Ryu Ken, all lound evil chappy. If childlen ah not fleed they become soldier slaves of evil Ryu Ken. Ah pletty thin plot thinks me, but being jolly good chap will tly to flee poor childlen.

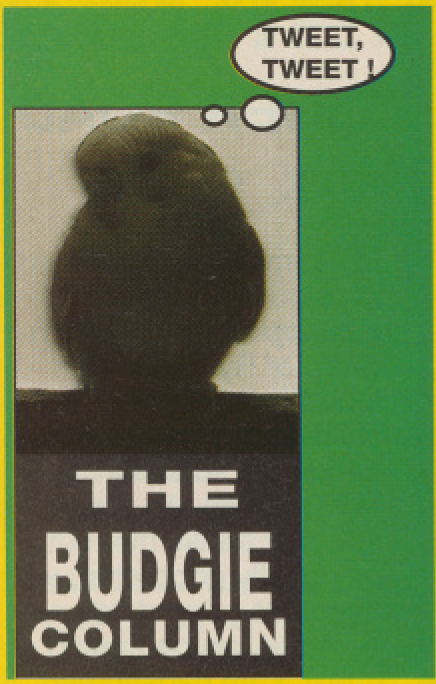
Ah so, on beginning of quest, I am tlansflomed flom skinny kinda chap to big with plenty of muscles yes. Even bettah I have big choppah in hand, and am hitting ninja bad dudes over head with it. Ouch, dat bring tears to eyes I can tell you. Oops, ah suddenly discover ability to jump like locket up bottom. Sure need it fine chaps yes, sideways sclolling not bad, but music and sound effects pletty plop. Idea to kill big number of bad dudes on each level before can take on Mr Big bad guy. This ain't so easy chaps. Tiger Load stahting to show age and not weally as good as you think. Pletty tough too, and at new Kixx price I say save pennies.

RATING: ✪ ✪





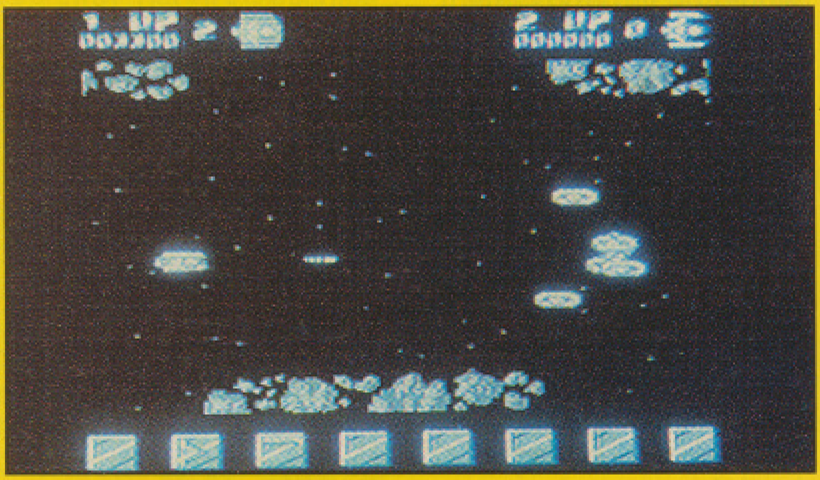


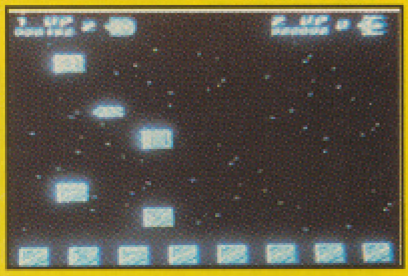


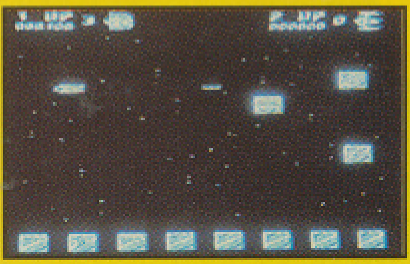
DELTA

KIXX £3.99

There was a time when the C64 market was flatter and more bored than it is now, a time when everyone was looking at their C64 and thinking, maybe I should buy an ST, or maybe







twenty bottles of dog breath strength cider, and that year was 1987. As is the way with these things, along came Sanxion and though completely derivative, it was a spankingly good sideways scroller. Delta is not that game, Delta is the one Stavros Fasoulas came up with after Sanxion, and unfortunately showed that Stavros really didn't have any imagination.

Delta is also a sideways scrolling blast fest, but one with a tortuously difficult method of acquiring power ups for your desperately sluggish and torpid fighter. It does have some sort of plot, but you wouldn't want to know it, and features a cunning method of exchanging cash from destroying aliens, into big boy weaponry. If you run over an icon that you can't exchange dosh for, it destroys you (talk about short tempered).

Graphics and sound are reasonably good and slick, but Delta offers little for todays gamester at this price. The most telling point is that shortly after completing Delta, Stavros joined the Norwegian Army.

RATING: ✪ ✪ ✪

KAMIKAZE

Codemasters £2.99

Who can resist a game which proudly offers you the chance to become a suicidal Kamikaze pilot ! With piddly graphics reminiscent of ☞

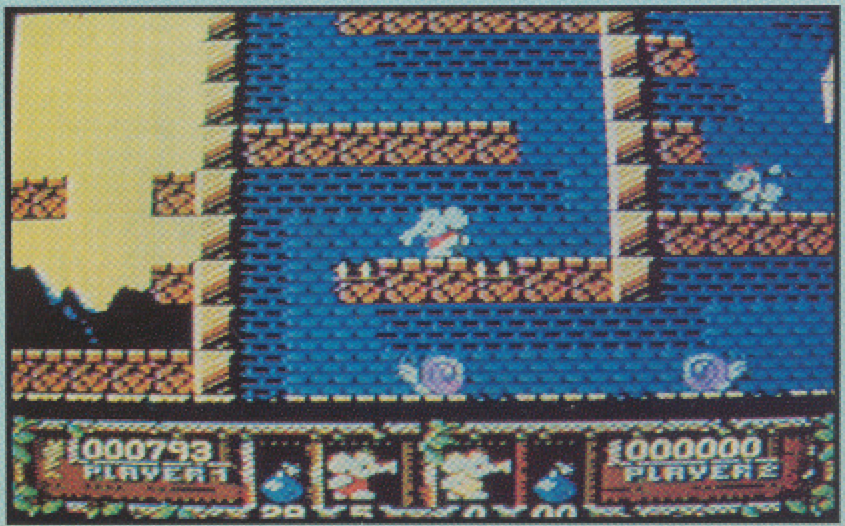
ELEPHANT

Duncan Evans reckons he has the memory of an elephant, we thought the resemblance was more in the nose department. Either way he drew the short straw and got to review Elephant Antics.

Poor lickle elephant, there he was playing away in his native jungle, when suddenly, bad wobbers came and stole lickle elephant away. Dey wanted to take him to a zoo, but lickle elephant he was clever, and he jumped out of the aeroplane and glided down to the ground with his umbwella. And now you have to guide the lickle elephant all the way home, starting off in France.

Pass the sick bucket, it's another of those cutey games, but this time with real six year old mentality and not just cute graphics (which aren't that cute anyway). So you've got control of the elephant, armed with jumbo snot power from his snozzle and jumbo exploding pie power from his.. er, I don't think we should go into this. Anyway, armed with a prodigious amount of elephantine lives, you have to leap and jump, and float (with the umbrella) your way around hundreds of trap laden platforms as you attempt to get home. Unfortunately, Elephant Antics is one of those game where skill counts for nothing as you explore. You explore a bit, and find all the traps. Then you play again and jump over where you know the traps to be but can't see them. I hate this sort of game. It artificially makes you play longer, by forcing you to play the same bits over and over again as you slowly navigate your way through the hazards which you can't see coming or avoid, as you don't know they are there until you've either run into or fallen onto them. Grrrr.

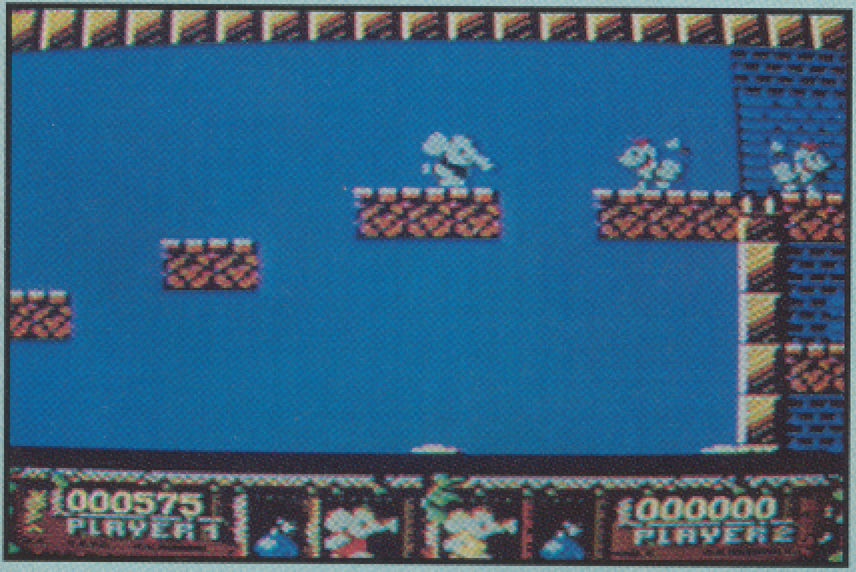
Then you've got all manner of indigenous life forms out to make your life hell as well, and with pure inventive genius the chaps



T ANTICS

have come up with.. guess what for France ? Just guess. Frogs of course. Laff ? I nearly strangled the cat.

Controls are okay, thank god, and when falling your descent is controllable, so if you miss a jump then at least you can try and guide yourself down to safety, and of course it means no deaths from falling 20 feet (which would be quite unpleasant for an elephant actually). So full marks for making the mechanics of the game playable. The music is predictably party (balloons and lemonade type of party) like, with jolly sounds all the way through, and the graphics, while hardly impressing, are pleasant and sorta cute (ugh I hate myself for admitting that) in places. I just don't like the damned design ! Other than that you can't really complain. So those with plenty of patience and a love of this sort of game step forwards, and you can have my copy.



CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Hmm, well nice and gooey and jolly if you like that sort of thing.	Cute in places, but surprisingly bland in too many others.	The design is geared towards making you play again and again.	I hated it, but if you like this sort of thing it'll keep you going for ages.

NAME: Elephant Antics.
SUPPLIER: Codemasters.
PRICE: £2.99 Tape.
RELEASE DATE: Out Now.

OVERALL 73%

Another cutey game, this time from the pre-pubescent Codemasters, geared towards progression by error and repetition, that doesn't score highly in the graphics department, but is certainly playable enough.

a public domain version of Wings of Fury and music that sounds like a Japanese band trying to play Western music on badly tuned instruments, initial omens were not good with this Codemasters attempt. But how wrong we were, those lacklustre graphics strained and animated to their utmost to give us a game of unrestrained Japanese and 'Who won the war anyway' jokes.

The object is to shoot down a fighter, collect its supply of explosives before they hit the ground, then dive bomb the gates of the tower holding your fellow yellow perils hostage.

Succeed and a new level featuring more tanks and jet fighters, jetpack riders firing lasers, and all sorts of other rather silly and out of place aeronautical contraptions compete.

Though hard, and requiring Mongoose like reactions rather than actual timing and perception, Kamikaze is jolly good fun, though it might offend limp wristed lefties and Jap



sympathisers. But then who won the war anyway.

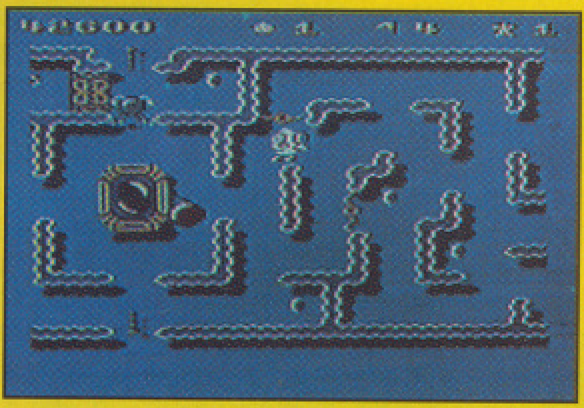
RATING: ✪ ✪ ✪ ✪

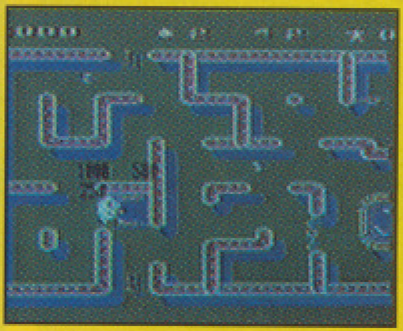
KWIK SNAX

Codemasters £2.99

If there's one thing you can rely on the Oliver twins for, its a simplistic game with little or no scrolling, environmentally damaging (supporting MacDonalds is despicable dear boys), and usually quite good fun for the under 10s. Kwik Snax is much the same game as Fast Food (even down to the title), which was a previous Pacman style game.

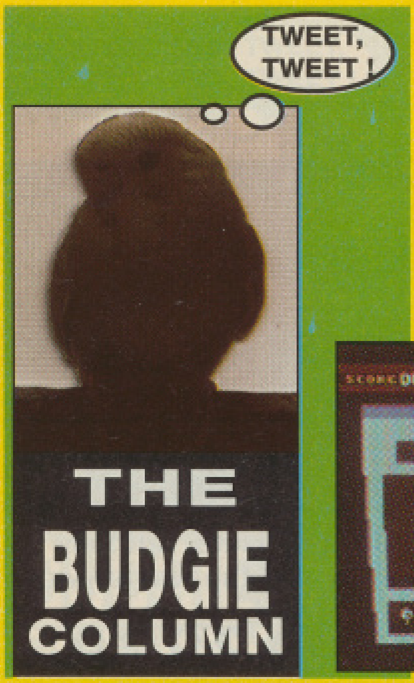
Kwik Snax is basically more of the same, with a couple of cute characters, the object of rescuing Fluffles and leading them to safety. All that needs to be done, is to head for the hatching Fluffle eggs, run over the beastie and lead it to safety before the horribly wobbly monsters eat them.



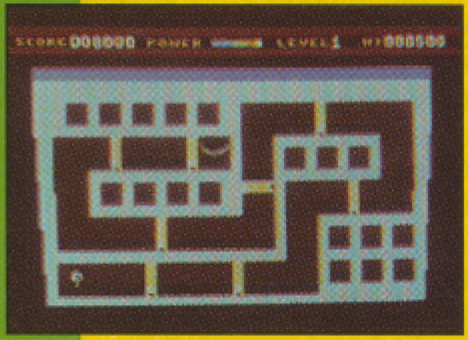


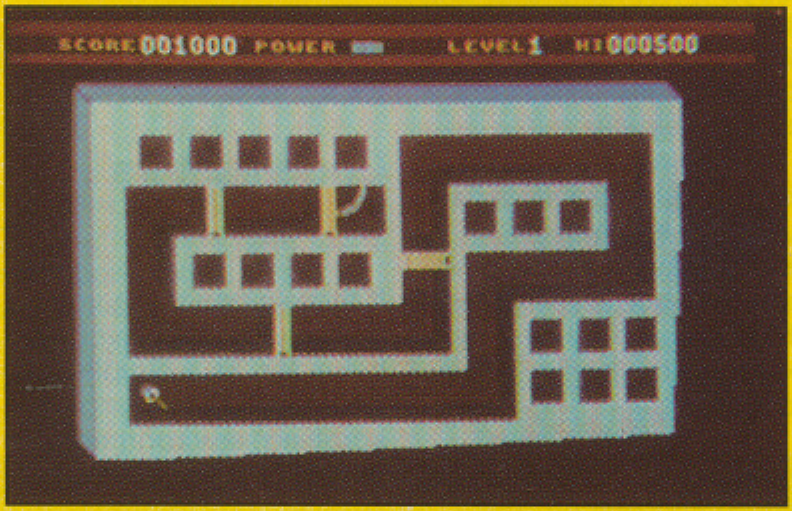
Simple stuff, not a great deal of fun to play, the graphics don't impress at all, though some of the characters are engaging enough, I'm afraid Kwik Snax isn't very tasty at all.

RATING: ✪ ✪



Easy you might think, if you hadn't played it, but there is a catch. The ball isn't allowed to touch the walls of the maze, which makes it like one of those guide the hoop





TILT

Codemasters £1.99

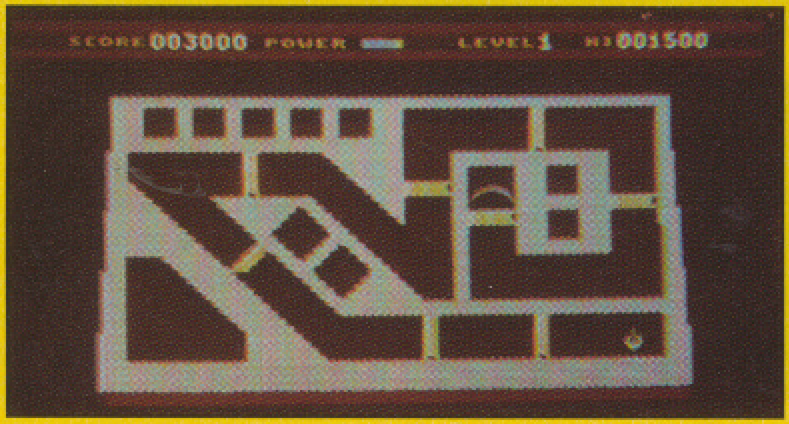
According to David Darling, you have to play this game to believe it. That isn't because the packaging is full of lies, but because the actual game is somewhat different from the run of the mill game, and certainly a departure for Codemasters. It shows a spark of originality.

The object is to tilt a playing screen so that a ball can be moved a round a maze, and deposited down a hole.

over the electrified wire games that you still see in fun fairs. An additional worry is that each time you tilt the table to wobble the ball around, you use up power, which rapidly runs out. There is a backup power available, but unless you are near to finishing then you've had it anyway.

After four easy courses come the one with traps, and then the ball gets bigger. Good stuff, in a mindless sort of way, but it does offer an increasingly difficult challenge, and is a laugh for a few mates on a wet Sunday evening.

RATING: ✪ ✪ ✪ ✪



THANGS

So what's new chums? Well the year's fairly new, and Rik's haircut is almost keeping up with today's fashion. Sometimes a software house even lets him into their offices to catch what hot new products are coming our way, so let's hand you over to Rik Henderson on location somewhere in the country.

So it's finally happened eh? After years of warning, and global warming, we've ruined not just our own high street but the entire bloody world. Not just the local chip shop has had to shut down, but the whole of nature has hung a 'gone to lunch' sign in its window and buggered off. But are we happy? Are we heck!

In fact as fast as you can say "goodbye Ozone layer" you've got a plan to

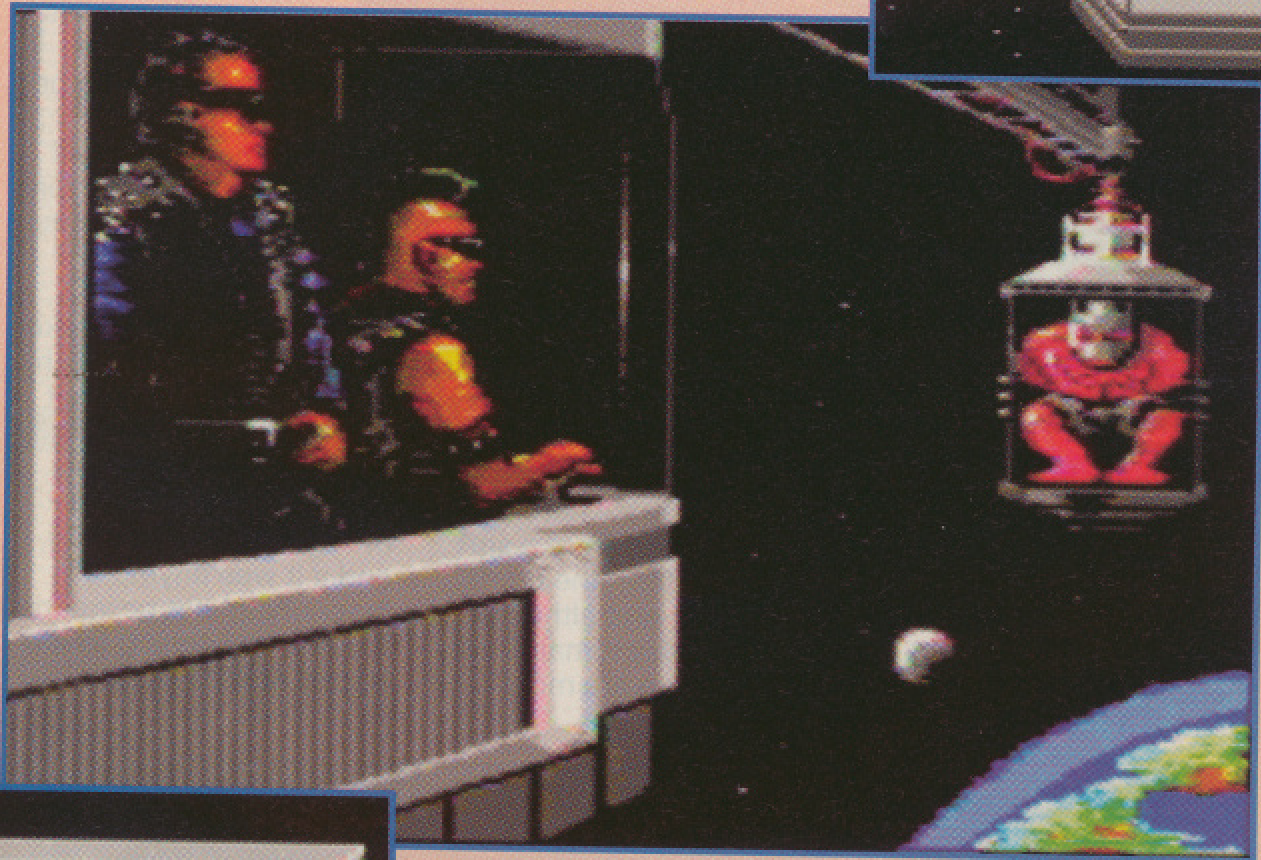
ON THE DRAWING BOARD

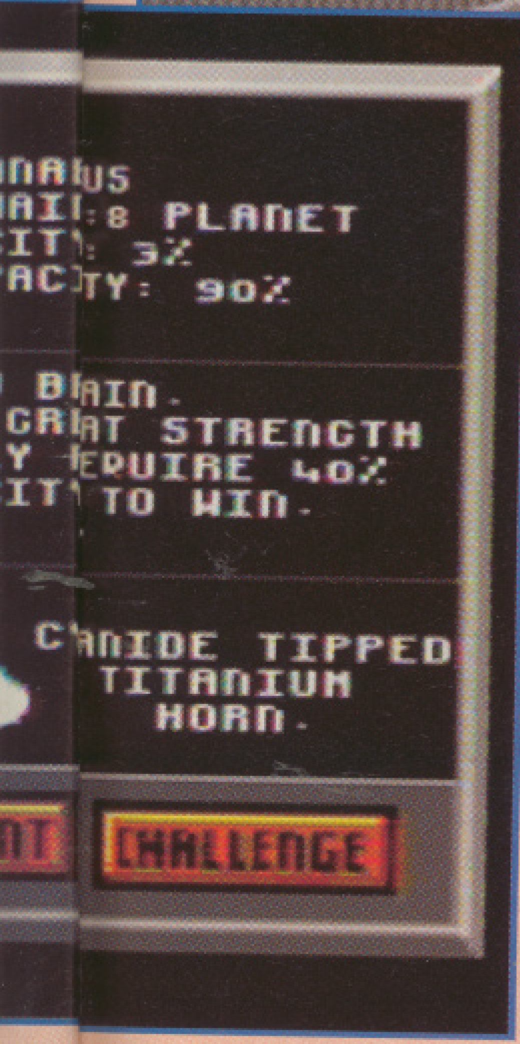


S TO COME

SUPREMACY







populate OTHER worlds and, I'd wager a large amount of dosh, probably wreck those as well.

Melbourne House's (God, are they still around?) new strategy game allows you to have first hand experience of planet domination, in this latest attempt at capturing the Sim-City fans. What is weird though, is that Supremacy was developed and programmed initially on the 16-bits and seemed to use much of the powers that those particular machines offer. On the C64, and this is the weird part, there seems to be no cut backs in anything (wow!!!). Gameplay, check! Sonics, check! Even graphics are there in force. But the biggest question is, was it any good in the first place?

Most 16-bit mags thought so, and even compared it to such greats as Millennium 2.2 and Populous (two games that, sadly, never made it to the commie). Its strength lies in the fact that although the strategical part is fairly complex and engrossing, there are five progressively harder computer-controlled aliens, that also have similar plans to yourself, to defeat. But defeat them at what?

Planet domination of course! You have several planets in a solar system and you have to populate and defend each. When you have set up your base camps on some of them, and your opponent likewise, you can then attack the alien's worlds and become ruler of the whole system.

This is not that easy because you have to populate and build an army up on each planet by converting it from a truly barren lump of rock into something that can support life, and this all takes a lot of thought and time.

Supremacy has been in development now for almost two years and it does tell. There is enormous depth, and it certainly seems a lot more polished than Sim City was on the C64. Strategy games fans should be salivating in the prospect of getting their grubby mitts on it. We'll be given you a full review next month.

CREDIT CARD

NAME:	Supremacy
SUPPLIER:	Melbourne House
PROGRAMMER(S):	Probe
PRICE:	To be announced
RELEASE DATE:	March '91

GAUNTLET 3D

ON THE DRAWING BOARD

Those were the days, eh? When four sweaty hippies were crammed around the largest coin-op in the arcade shouting things like "I'll get the potion!", "You shot me you buffoon!", and "Aargh, you're stepping on my toe!" And boy did that machine gobble up the credits when you'd managed to get yourself and your team down to the fiftieth level and the whole party were surrounded by deaths. The youngest of you will probably think "what the hell is he talking about, the big lummux?", but the rest will cry in unison "GAUNTLET! Ah yes we remember it well."

It was a classic, and even though the home computer version was a mite bugged, that was a classic too. So was its sequel, and The Deeper Dungeons, with tonnes more traps and loads of new features, but unfortunately all the clones seemed to spoil the fun, and now we come to expect multi-player games as a way of life, if it aint got it we aint buying it.

Therefore there seemed to be nothing more that could be done to raise the popularity of what was one of the world's best concepts in game design.



Surely there is no way back for the top-down maze game, with creepies and crawlies, and treasure chests and traps, and exits and teleporters, or is there?

Actually there certainly is, because US Gold is about to resurrect Gauntlet completely, with the introduction of Gauntlet III in wonderful 'seeing is believing' 3D. This is through a Last Ninja type of perspective where you see the action from a sort of squiffy 'from the corner' view point, and although the gameplay remains very similar, there are more monsters and, more importantly, four new characters to chose to play with. Again you can invite a friend to participate, but you're more likely to spend most of your time oggling at the wicked graphics than smegging the plethoras of ghosties.

The major difference, though, is that there are only eight levels of play, unlike the hundreds adopted by the original, but each one will be quite enormous, and will involve more puzzling and arcade-adventure style gaming than ever before.

Although it's taken a long time to reach us you can bet that it's been worth the wait. Gauntlet 3D is the original concept being brought right up to date, and if it was anymore 'happening' it'd be wearing flares and listening to the Happy Mondays.



CREDIT CARD

NAME:	Gauntlet 3D
SUPPLIER:	US Gold
PROGRAMMER(S):	Software Creations
PRICE:	To be announced
RELEASE DATE:	March '91

SOFTWARE CITY

Unit 4, B.D.C., 21 Temple Street, Wolverhampton, WV2 4AN.
Tel: 0902 25304. Fax: 0902 712751

MasterCard · E · AMERICAN EXPRESS · VISA

CALL US ON: 24 HOUR CREDIT CARD HOTLINE 0902 25304

C64 GAMES (FULL PRICE)

Title	TAPE	DISK
After the War (Cartridge)	21.99	21.99
Amazing Spiderman	7.50	10.99
Astro Marine Corps (Cartridge)	21.99	21.99
Atomic Robokid	6.99	9.99
Back To The Future 2	7.50	9.99
Batmand The Movie (Cartridge)	17.99	17.99
Badlands (Cartridge Only)	17.99	17.99
Buck Rogers	N/A	16.99
Castle Master	6.99	9.99
Chase H.Q. 2 (Cartridge).	17.99	17.99
Creatures	NEW 6.99	9.99
Cricket Captain (D&H)	6.99	N/A
Curse of Azure Bonds	N/A	16.99
Daily Double Horse Racing	6.99	9.99
Days of Thunder	6.99	9.99
Dick Tracy	NEW 7.50	9.99
Dragon Breed	6.99	9.99
Dragon Strike	NEW N/A	16.99
Dragon Wars	N/A	11.99
Dragon's of Flame	7.50	9.99
E.S.W.A.T.	NEW 7.50	9.99
Edd the Duck	6.99	9.99
Emlyn Hughes Soccer	6.99	9.99
F-16 Combat	9.99	13.99
Football Manager 2 + Exp Kit	6.99	9.99
Fun School 3 (U. 5)	8.99	11.99
Fun School 3 (5-7)	8.99	11.99
Gazza 2	7.50	9.99
Golden Axe	6.99	9.99
Hostages	6.99	9.99
Iron Lord	N/A	13.99
Jack Nicklaus Golf	6.99	11.99
Jack Nicklaus Courses Vol 1	N/A	6.50
Jack Nicklaus Champ. Courses	N/A	8.99
Jack Nicklaus Int. Courses	N/A	6.50
Kick Off 2	6.99	9.99
Line of Fire	NEW 7.50	11.99
Lord's of Chaos	6.99	9.99
Lotus Esprit Turbo Challenge	7.50	9.99
Man Utd.	6.99	9.99
Midnight Resistance	6.99	9.99
Monty Python	6.99	9.99
Multi Player Soccer Manager	6.99	N/A
The National	6.99	N/A
New Zealand Story	6.99	9.99
Ninja Remix	6.99	9.99
Operation Thunderbolt	6.99	9.99
Puzznik	7.50	10.99
Rainbow Island	6.99	9.99
Red Storm Rising	9.99	13.99
Rick Dangerous 1 or 2	6.99	9.99
Saint Dragon	7.50	9.99
Satan (Cartridge)	21.99	21.99
Scrabble, Monopoly & Cluedo	13.99	N/A
Shadow of the Beast (Cartridge)	17.99	17.99
Shadow Warriors	6.99	9.99
Sim City	NEW N/A	13.99
The Spy Who Loved Me	6.99	9.99
Stealth Fighter	9.99	13.99
Subbuteo	NEW 6.99	9.99
Summer Camp	6.99	9.99
Super Off Road Racer	7.50	9.99
Teenage Mutant Hero Turtles	8.99	11.99
Total Recall	7.50	11.99
Treble Champions	6.99	N/A
Trevor Brookings World Cup	6.99	N/A
Trivial Pursuit	9.99	13.99
Turrican	6.99	9.99
Ultimate Golf	9.99	13.99
The Untouchables	6.99	9.99
Vindicator (Cartridge Only)	17.99	17.99

C64 GAMES (BUDGET)

2 Player Super League Soccer	2.99
1942	2.99
1943	2.99
720	2.99
Ace	1.99
Ace 1 & 2	2.99
Airwolf	2.99
Arcade Fruit Machine	2.99
Arcade Trivia Quiz	2.99
Australian Rules Football	NEW 2.99
Barbarian	2.99
Barbarian 2	3.99
Batman The Caped Crusader	2.99
Blinky's Scary School	2.99
Bombjack 1 or 2	2.99
The Boxer	2.99
Boulderdach 1 or 2 or 4	2.99
Boxing Manager	2.99
British Superleague	2.99
Buggy Boy	2.99
California Games	3.99
Cauldron 1 & 2	2.99
Championship Golf	2.99
Chuck Yeager	NEW 2.99
Chuckie Egg 1 or 2	3.99
Combat School	2.99
Commando	2.99
Crazy Cars	2.99
Cup Football	2.99
Cybernoid	2.99
Daley Thompson's Decathlon	2.99
Daley Thompson's Olympic Challenge	2.99
Delta	3.99
Dizzy Dice	1.99
The Double	2.99
Double Dragon	NEW 2.99
Empire Strikes Back	NEW 2.99
Euro Soccer Challenge	2.99
Fantasy World Dizzy	2.99
Fast Food	2.99
Ferrari Formula One	NEW 2.99
Fighter Pilot	2.99
First Past the Post	2.99
The Footballer	1.99
Football Champions	2.99
Football Manager	2.99
Frank Bruno	2.99
Fruit Machine Sim 2	2.99
Games Winter Edition	3.99
Gary Linekers Hotshots	2.99
Gauntlet 1 or 2	2.99
Ghostbusters	1.99
Ghosts and Goblins	2.99
Graham Gooch	1.99
Green Beret	2.99
Grid Iron 2	2.99
Guardian Angels	2.99
Hardball	2.99
Howard the Duck	2.99
Hypersports	2.99
I.P.+	2.99
Ice Hockey	2.99
Impossible Mission 2	2.99
Indiana Jones Temple of Doom	2.99
International Manager	2.99
International Soccer	2.99
Ikari Warriors	2.99
Jack the Nipper 1 or 2	2.99
Kentucky Racing	2.99
Kick Boxing	2.99
Kikstart 2	1.99
Kwik Snax	2.99
Last Duel	3.99
Last Ninja	2.99
Little Puff	2.99
Macadam Bumper (Pinball)	2.99
Match Point	2.99
Matchday 2	2.99
Mike Reid's Pop Quiz	2.99
Monty on the Run	2.99
Motorcycle 500	2.99
Nemesis	2.99
On the Bench	2.99
Operation Wolf	NEW 2.99
Outrun	NEW 3.99
Paperboy	2.99
Pitstop 2	2.99
Popeye 2	2.99
Pub Games	2.99
Quattro Adventure	2.99
Quattro Arcade	2.99
Quattro Combat	2.99
Quattro Power	2.99
Quattro Sports	2.99
Quattro Superhits	2.99
Quedex	3.99
R-Type	2.99
Ranarama	2.99
Rastan	2.99
Real Ghostbusters	NEW 2.99
Renegade	2.99
Renegade 3	2.99
Return of the Jedi	2.99
Roadblasters	2.99
Rock Star Ate My Hamster	2.99
Rugby Manager (Mastertronic)	2.99
Saboteur 1 or 2	1.99
Salamander	3.99
Sam Fox	2.99
Scooby Doo	1.99
Sidewinder 2	2.99
Silkworm	2.99
Skate or Die	2.99
Skating in the U.S.A.	2.99
Soccer Director	2.99
Soccer Q	2.99
Soccer Z	2.99
Spyhunter	2.99
Spy V Spy 1 or 2	2.99
Star Wars	2.99
Steve Davis Snooker	1.99
Street Fighter	2.99
Striker	2.99
Strip Poker 2	2.99
Summer Games	2.99
Super Nudge 2000	1.99
Target Renegade	2.99
Tetris	1.99
Theatre Europe	2.99
Thomas the Tank Engine	2.99
Thunderblade	3.99
Tilt	2.99
Tomahawk	2.99
Top Cat	3.99
Top Gun	2.99
Tracksuit Manager	2.99
Trapdoor 1 & 2	2.99
Treasure Island Dizzy	2.99
Trivia Quiz	2.99
The Vindicator	2.99
W.E.C. Le Mans	2.99
Wacky Darts	NEW 2.99
Winter Games	2.99
Wizball	2.99
Wonderboy	2.99
World Class Leaderboard	2.99
World Games	2.99
World Series Baseball	2.99
World Soccer	2.99
Xenon	NEW 2.99
Yes Prime Minister	2.99
Yie Ar Kung Fu	2.99
Yogi and the Greed Monster	2.99
Yogi Bears Great Escape	2.99

C64 MOUSE-1331 PERIPHERAL
19.99

COMPILATIONS

TNT
HARD DRIVING, TOOBIN, DRAGON SPIRIT, ZYBOTS & A.P.B.
CASS 9.99 DISC 16.99

POWERPLAY CARTRIDGE
STUNT CAR RACER, RICK DANGEROUS & MICROPROSE SOCCER
21.99

PLATINUM
STRIDER, BLACK TIGER, GHOULS AND GHOSTS, FORGOTTEN WORLDS & L.E.D. STORM
CASS 10.99 DISC 13.99

4 MOST SPORT
SOCCER BOSS, RUN FOR GOLD, ENDZONE & RALLY DRIVER
CASS 2.99

THE BIZ
R-TYPE, OPERATION WOLF, DOUBLE DRAGON, BATMAN THE CAPED CRUSADER
CASS 9.99 DISC 13.99

THRILLTIME GOLD 2
AIRWOLF, SCOOBY DOO, BATTLESHIPS, SABOTEUR 7 FRANK BRUNO
CASS 6.99

CHALLENGERS
FIGHTER BOMBER, PRO TENNIS TOUR, KICK OFF & STUNT CAR RACER
DISC ONLY 13.99

WHEELS OF FIRE
HARD DRIVIN', CHASE H.Q., TURBO OUTRUN & POWERDRIFT
CASS 9.99 DISC 16.99

DIZZY COLLECTION
DIZZY, FAST FOOD, FANTASY WORLD DIZZY, TREASURE ISLAND DIZZY & MAGICLAND DIZZY
CASS 6.99

6 PAK VOL 2
EAGLES NEST, BATTY, ACE, SHOCKWAY RIDER, INT. KARATE & LIGHTFORCE
DISC ONLY 2.99

EDITION ONE
DOUBLE DRAGON, XENON, SILK WORM & GEMINI WING
CASS 8.99 DISC 9.99

SUPREME CHALLENGE
STARGLIDER, TETRIS, SENTINEL, ACE 2 & ELITE
CASS 5.50

THE STORY SO FAR VOL 2
OVERLANDER, SPACE HARRIER, HOPPIN' MAD, BEYOND THE ICE PALACE & LIVE AND LET DIE
CASS 6.99

SOCCER MANIA
FOOTBALL MANAGER 2, MICROPROSE SOCCER, FOOTBALL MANAGER WORLD CUP EDITION & GAZZA'S SUPER SOCCER
CASS 9.99 DISC 11.99

HOLLYWOOD COLLECTION
ROBOCOP, INDIANA JONES LAST CRUSADE, BATMAN THE MOVIE & GHOSTBUSTERS 2
CASS 9.99 DISC 13.99

SEGA MASTER MIX
SUPER WONDERBOY, DYNAMITE DUX, CRACKDOWN, TURBO OUTRUN & ENDURANCE RACER
CASS 11.99 DISC 13.99

BEST OF ELITE
BOMBJACK, FRANK BRUNO'S BOXING, COMMANDO & AIRWOLF
DISC ONLY 2.99

SOCCER SQUAD
FOOTBALLER OF THE YEAR, GARY LINEKERS SUPERSTAR SOCCER, GARY LINEKERS SUPERSKILLS & ROY OF THE ROVERS
CASS 4.99

FREE GEOS DESKTOP OPERATING SYSTEM WITH EVERY DISC GAME ORDERED.
PLEASE CLAIM YOUR FREE GEOS WHEN ORDERING.

BACK CATALOGUE

Artura (Disc Only)	2.99
Caveman Ugh Olympics (Disc Only)	6.99
Chicago 30's	1.99
Cosmic Causeway (Disc Only)	1.99
Deactivators	0.50
Football Director	2.99
Hammerfist	3.99
Hunters Moon	1.99
Kenny Dalglish Soccer Match	2.99
L.E.D. Storm	NEW PRICE 1.99
Last Ninja 2	3.99
Overlander (Disc Only)	1.99
Power Pyramids (Disc Only)	1.99
Question of Sport	2.99
Roy of the Rovers (Disc Only)	2.99
Technocop (Disc Only)	1.99
Trapdoor 2 (Disc Only)	1.99
UBTK's Musik	0.99

ORDER FORM AND INFORMATION

All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to: SOFTWARE CITY, Unit 4, The BDC, 21 Temple Street, Wolverhampton WV2 4AN.

ORDER FORM

NAME ....

ADDRESS ....

....

POSTCODE .... **TEL NO:** ....

Name of Game	Computer	Value
	Postage	
	TOTAL	

POSTAGE RATES: Please add 50p for post & packing on all orders under £5. EEC countries add £1 per item. Non EEC countries add £2.

PAYING BY CHEQUE: Cheques payable to Software City.

Card Type.......................... Expiry Date..........................

Card No.:..........................

Signature: .... VISA

Date:.......................... MASTERCARD

AMEX

YC 10/90

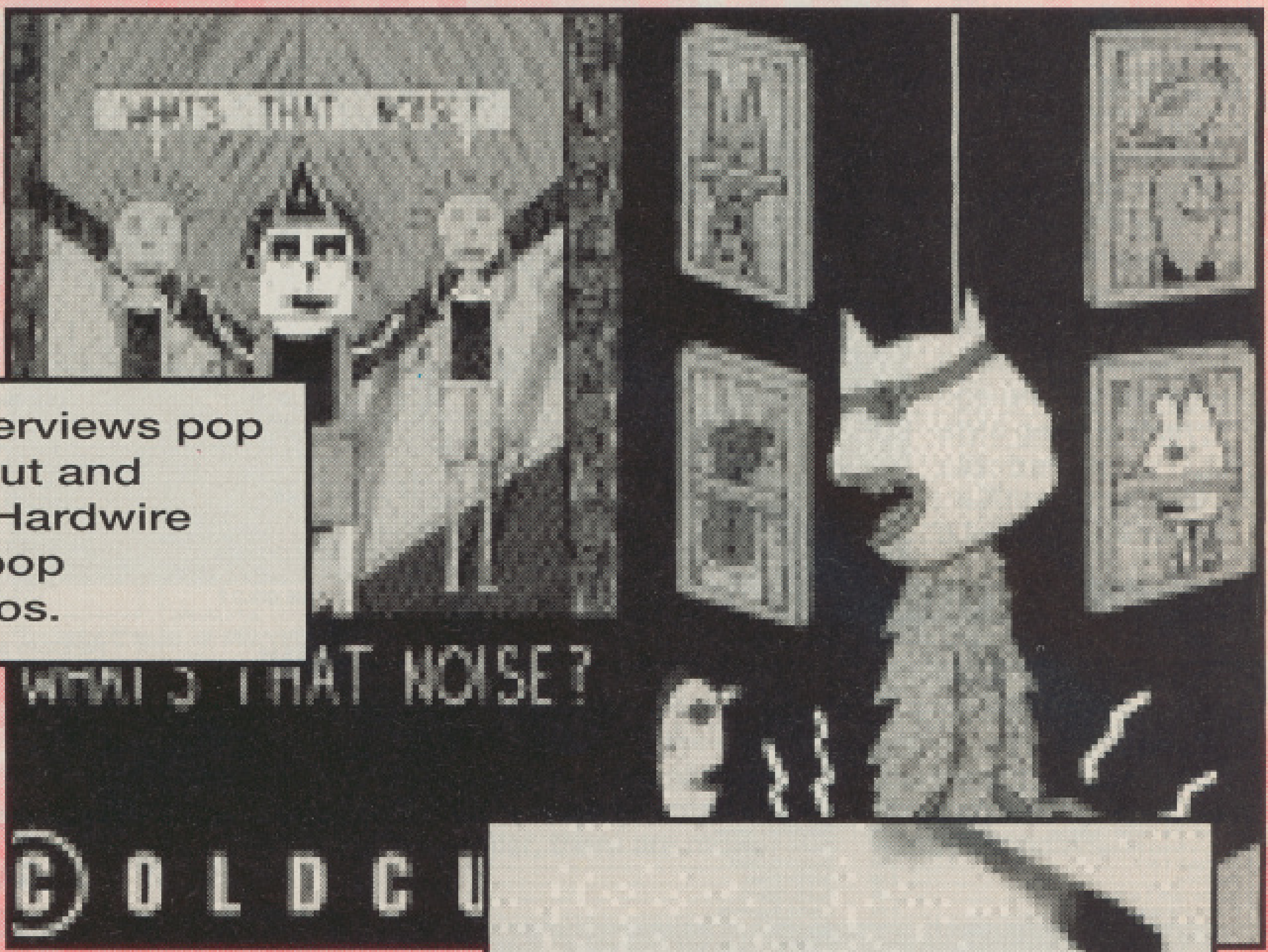
CYBERFUNK

SCENE 1 - THE INTRO:

Jeffrey Davy interviews pop megastars Coldcut and video supremos Hardwire about the art of pop promotional videos.

Unless you've been hunting obscure breeds of moose in the Brazilian Savannah for the last three years (or have managed to studiously ignore chart-bound dance music), you ought to recognise the name of Coldcut. "People Hold On" was a hit for Lisa Stansfield with the Coldcut duo's help and over the years they've remixed singles, broadcast during Kiss FM's pirate days, won awards and even worked with staunchest indie group of all. The Fall.

And now they've got a video. Their press release bills it as Coldcut's "Cyber Chaos" 'Longform' video. And it's got oodles of computer graphics. There are six dance videos on the tape. It's musical content comes from the DJ album "Some Like It Cold", which ranges from the electronic-sounding "Ride the Pressure" to "Find a Way", an ideological track featuring Queen Latifah. What's more, all the graphics (which are mixed with live action) were designed and executed on Apple Macs, Amigas and Archimedes' rather than a mind-bogglingly expensive Quantel Paintbox.

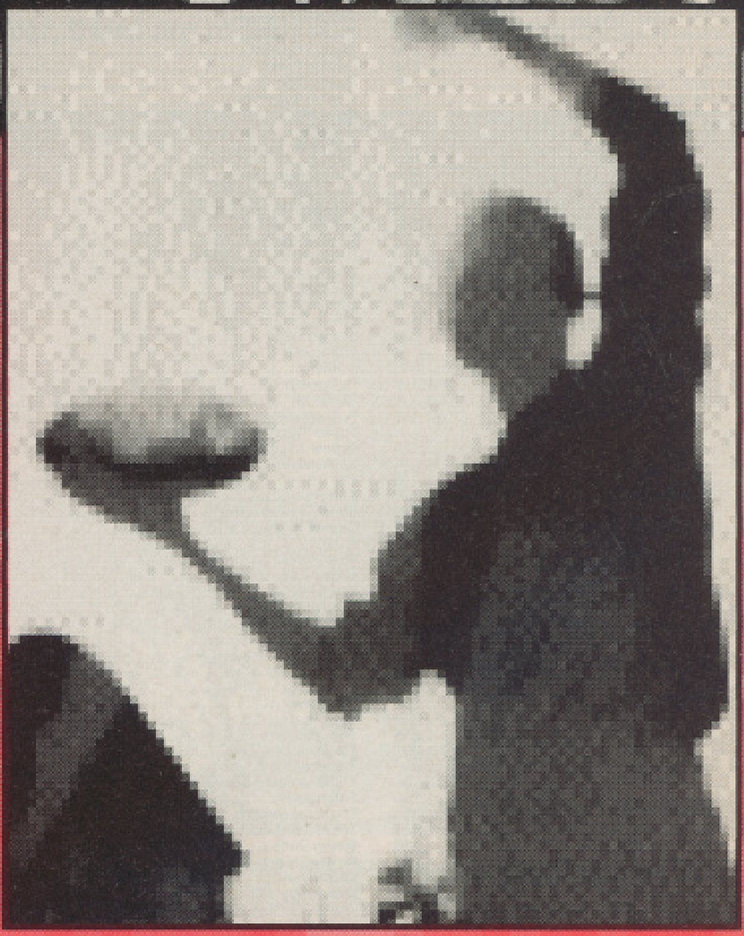


So just who are the responsible parties?

SCENE 2 - THE MUSICIANS:

"I used to be a Defender ace" says Matt Black, half of Coldcut. He used to be a computer programmer (on an, ahem, *snort Oric* - a computer which had a market profile as high as an ant in a sandstorm even when it was first launched) and a biochemist - he even built a synthesiser at school - while partner Jonathon More was a silversmith and an art teacher - They met in '86 and, as the intro to "Hart to Hart' goes, "When they got together it was murder".

Asked about computers, Matt offers



Xenon II and Space Ace as fave games but adds: "I really got into Golden Axe. Me and a mate spent pounds on it. More my speed is Starglider 2, though. I'm also into 3D Tank games."

Coldcut don't just play games on their hardware.

As well as using computers for music, Matt says: "I had an Atari and used creative software with it - now I've got an Amiga. A lot of them blow up but ours hasn't and I've got a great Cyberpaint package." In fact, Matt designed many of the video's graphics; "I've always drawn, my old man's an artist". He uses Deluxepaint and has a Polaroid palette machine to get hard copies. His favourite of the video's tracks is "'Ride the Pressure', because most of my Amiga stuff's in that." He adds, "I'm totally into Cyberpunk and Philip K dick is a continuous source of inspiration."

With this project as in most others, Coldcut don't make a major physical appearance. "Jon and me are more mad scientists in the background." Concluding he says, "I knew one day machines would get cheap enough for good graphics. It's party time for everyone now ..."

SCENE 3 - THE CREATORS:

Robert Pepperell and Mils Visman run Hardwire video productions. The two left college two years ago and wanted to carry on using computers. So they did. They've since enchanced (ie. added swirly graphics and such) vids not only for Coldcut but for Inner City, Spiritualised, The Darling Buds, Lisa Stansfield and The Fall (them again).

"It started off with DTP and design but we'd always really been into video, we were also very into computer graphics and their potential." explains Robert.

Hardwire's greatest achievement was "In Deep", Coldcut"s Christmas single. "It was the first broadcast quality video produced completely on microcomputers." offers Robert, "it made the point to a lot of people that you could do fun animation on relatively cheap hardware.

"There's no correlation between the quality of the video and the amount of money spent. There's a general snobbery about quality, we're trying to break that down and to stretch the hardware to the limit, trying to produce new and different effects. We try out new technological combinations. We're having a good time with the technology and make a living out of it!"

How do they go about designing and making a video, then? "We never actually plan what we do, we improvise! The inspiration is partly set off by lyrics in the songs but we alo try to make the video suprising. We're always trying to come up with something wacky and new."

"The better a song is, the better the whole thing is eventually. You have to try much less hard with a good thing to keep it interesting."

"I think Miles would really like to do a video for Public Enemy. Any band that's musically interesting - not bland US rock that we have no sumpathy with."

Have they ever come up with something toally weird city? "The video we did with Coldcut and Mark E. Smith (of the Fall) is so weird that people can't watch it and there was an image in the Queen Latifah track of a creature with thousands of arms. We're not allowed to be as weird as we want to be."

They've been looking at demo disks recently.

"That's where we see it happening. What these young programmers have got out of the Amiga is



incredible. Thier programming skill has to emerge somewhere, it can't just disappear but there are no outlets for computer graphics. That's probably why the PD network has sprung up. Something's going to happen.

"There's no recognition of this kind of art. That's because those sort of institutions (such as the Arts Council - who hand out cash to struggling artists or, more often, don't) are run by forty and fifty year old men. Perhaps when they die things will change ..."

The Coldcut 'Longform' video will be out soon from Big Life Records.

Lineage: 58p per word. (+VAT)
Semi display: £11.50 plus VAT per single column centimetre minimum 2cm. Ring for information on series bookings/discounts.

All advertisements in this section must be prepaid.
Advertisements are accepted subject to the terms and conditions printed on the advertisement rate card (available on request).

0908 569819

Send your requirements to:
YC CLASSIFIED DEPARTMENT, ALPHAVITE PUBLICATIONS LTD.,
20 POTTERS LANE, KILN FARM, MILTON KEYNES, MK11 3HF.

APPOINTMENTS

Alphavite
PUBLICATIONS LIMITED

CLASSIFIED SALES EXECUTIVE

An excellent opportunity has arisen for a classified sales executive with at least 6 months experience to handle classified sales across 3 Commodore titles and 2 health magazines.

The position, based in Milton Keynes, offers an attractive lifestyle with competitive salary and commission package.

Please apply in writing to The Advertisement Manager.

20 Potters Lane, Kiln Farm,
Milton Keynes MK11 3HF.
Telephone: (0908) 569819
Fax: (0908) 260229

REPAIRS

REPAIRS

C64, C+4..............................£30. inc.
C128. 1541...........................£40. inc.
Three month warranty, 1 week turnrounnd

SPARES

906114.... £9.30	C64 Power Pack £22.00	
6510.......£11.50		
6526.......£11.95	C64 Cassette unit £22.00	
6581.......£14.95		
6569.......£21.50		
8501.......£11.75	Inc VAT & PP	

OASIS COMPUTER SERVICES
Dept 4C. 14 Ridgeway Road, Salisbury, Wiltshire, SP1 3BU
Tel:(0722) 335061

COMMODORE 64/128 SOFTWARE LIBRARY

☆Life Membership
☆Updates
☆Teenage Mutant
Hero Turtle Tape £1.75
☆ 7 Day Hire
☆Tapes From

FOR FREE CATALOGUE S.A.E TO -
ACE SOFTWARE LIBRARY,
14 CHIPENDALE COURT,
BELFAST, BT10 0DU

SOFTWARE

ONLY POOLS AND HORSES

Every program written by a mathematician who has spent many years in the betting industry. Programs that utilise the tried and trusted methods of the professional, not pie in the sky theories that fail to pass the test of time.

FOOTBALL BOXFORM Written by a former pools expert for littlewoods. The program has forecast over 50% more draws than would be expected by chance.

Homes, Aways and draws shown in order of merit and true odds given for every match. Merit tables show at a glance the teams currently in form and those currently having a lean spell. Australian pools program included in the price.

POOLS PLANNER by the same author. Full details given of 369 easily entered block perms ranging from 9 to 73960 lines and from 12 to 56 selections. All are accepted by the pools firms and are checked in seconds by your computer.

RACING BOXFORM Course characteristics (built in to the program) as well as the form of the horses are considered to specialy produce an order of merit for each race. Designed for flexibility allowing users to amend the program if they wish. Price still includes the highly acclaimed HANDI CAP WINNER - more than 1000 winners every year - over 25% of them at 5/1 or better. Prices (Tape) £15.95 each. £25.95 any two. £35.95 all three. For discs please add £2. per program. Order two or more and recieve FREE a program to work out almost any bet. So good its used by the bookies,

Advertised for Six years in the sporitng and computing press.
BOXoft CLEVER.. GET THE BEST

BOXOFT (YC), 65 Allens Meadow,
Neston, South Wirral L64 9SQ
Chque/ P.O./Access/Visa Tel:051-336-2668

BBC B & MASTER, AMSTRAD CPC & PCW COMMODORE 64/128, SPECTRUMS.

DEALERS

WORTHING COMPUTERS
Tel: 0903 210861

7 WARWICK ST
WORTHING
WEST SUSSEX

Stockists of a large range of 8 Bit and 16 Bit Software and Peripherals.

ADVERTISE YOUR SOFTWARE/ SERVICES TO ALL YC READERS CALL (0908) 569819

CLASSIFIED COUPON

ALL CLASSIFIED ADVERTISEMENTS MUST BE PRE-PAID.
THERE ARE NO REIMBURSEMENTS FOR CANCELLATIONS.

YC CLASSIFIED DEPARTMENT, ALPHAVITE PUBLICATIONS,
20 POTTERS LANE, KILN FARM, MILTON KEYNES, MK11 3HF.

RATES:Lineage 58p per word (+VAT). Semi-display: £11.50 (+VAT) per single column cm minimum size 2cm. Series discounts available.

I enclose my Cheque/Postal Order for £.................for ....insertions, made payable to Alphavite Publications.
(Delete as necessary)

PLEASE DEBIT MY ACCESS/VISA CARD NO.:

EXP. DATE:..

£.....................................FOR..........................INSERTIONS

Name:...

Address:..

....Post Code:..........................

Daytime Tel No.: ....

Signature: ....Date:..................................

❑ FOR SALE ❑ SOFTWARE ❑ SPECIAL OFFERS ❑ OTHER



DRAGON BREED
ACTUAL AMIGA SCREENSHOTS
ACTIVISION
AMERICAN EXPRESS
VISA
© 1989 Irem Corporation Licensed to Activision (UK) Ltd.
Marketed & Distributed by Activision (UK) Ltd.
MAIL ORDER: INTERMEDIATES LTD, PO BOX 847, HARLOW, CM21 9PH Tel: 0279 600197
CONSUMER/TECHNICAL ENQUIRIES: 0734 310003
ACTIVISION (UK) LTD , BLAKE HOUSE, MANOR FARM ROAD, READING, RG2 OJN